

The cover art for the Star Wars Roleplaying Game supplement 'Scum and Villainy' features a collage of iconic characters and elements. In the center, Han Solo points his blaster forward. Above him, Boba Fett is shown in a dynamic pose. To the right, Chewbacca's head is visible. In the background, a large Imperial Star Destroyer is depicted firing red laser beams. The overall scene is set against a dark, starry space background with swirling blue and white energy effects.

STAR WARS

ROLEPLAYING GAME

SCUM AND VILLAINY

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WICKED
IMAGES

STAR WARS

ROLEPLAYING GAME

SCUM AND VILLAINY

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CHAPTER I CHARACTER OPTIONS





Star Wars explores the conflict between light and dark, but the *Star Wars* universe features numerous examples of antiheroes—individuals who fall somewhere in the middle and who could care less about notions of good and evil, instead forging their own ways, by their own rules. Lando Calrissian, Han Solo, Boba Fett, and many others take this role at some time in their careers, standing in that murky zone between hero and villain until circumstance or fate pushes them to one side or the other.

Such antiheroes are some of the most engaging figures in the *Star Wars* universe. Their inexorable slides to evil as well as their efforts to achieve redemption resonate with us all. Thus, characters of ambiguous morals and shady principals are often adopted in the roleplaying game. To this end, this chapter presents new character-creation material to help you design rogue heroes that are every bit as compelling as any of the reluctant or fallen heroes found in the galaxy.

SPECIES

The galaxy teems with alien life. Sapient species more diverse and more numerous than can be imagined haunt some of the most inhospitable worlds and systems, thriving in spite of all that is arrayed against them. Some are inclined toward the light, others toward the dark, but far more are left straddling the line between the two, staking their own claims to fate and fortune.

SPECIES CHARACTERISTICS

Your character's species determines some of his or her qualities.

Ability Adjustments

Find your character's species in Table 1-1: Species Ability Adjustments, and apply those listed to your character's ability scores. Use the next two tables to help determine age, height, and weight.

TABLE 1-1: SPECIES ABILITY ADJUSTMENTS

SPECIES	ABILITY ADJUSTMENTS
Blood Carver	+2 Dex, -2 Wis, -3 Cha
Clawdite	-2 Str, +2 Cha
Falleen	-2 Wis, +2 Cha
Ganil	+2 Wis, -2 Cha
Jawa	-2 Str, +2 Dex
Ryn	+7 Cha
Teylanian	-2 Str, +2 Wis
Uthene	+2 Dex, -2 Con

SPECIES	YOUNG			MIDDLE		
	CHILD	ADULT	ADULT	AGE	OLD	VENERABLE
Blood Carver	1-12	13-20	21-50	51-80	81-100	100+
Clawdite	1-11	12-15	16-30	31-49	50-60	70+
Falleen	1-18	19-36	37-72	73-133	140-249	250+
Gand	1-9	10-14	15-29	30-45	46-60	61+
Jawa	1-9	10-14	15-38	40-59	60-79	80+
Ryn	1-10	11-20	21-40	41-60	61-80	81+
Toydarian	1-6	7-14	15-80	61-75	76-90	91+
Ubese	1-11	12-15	16-40	41-60	61-70	71+

TABLE 1: PHYSICAL HEIGHT AND WEIGHT

SPECIES	HEIGHT	WEIGHT
Blood Carver, male	2 m	65 kg
Blood Carver, female	2 m	60 kg
Clawdite, male	1.8 m	85 kg
Clawdite, female	1.6 m	55 kg
Falleen, male	1.8 m	55 kg
Falleen, female	1.4 m	45 kg
Gand, male	1.9 m	80 kg
Gand, female	1.4 m	70 kg
Jawa, male	1 m	25 kg
Jawa, female	1 m	20 kg
Ryn, male	1.6 m	60 kg
Ryn, female	1.4 m	50 kg
Toydarian, male	1.2 m	30 kg
Toydarian, female	1.2 m	45 kg
Ubese, male	1.9 m	85 kg
Ubese, female	1.7 m	55 kg

BLOOD CARVER

Blood Carvers are a mysterious race rarely seen outside their homeworld of Batuuine. Those that leave, however, do so because they have been exiled. They gravitate toward the fringes of society, finding it more appealing to operate outside the law. Additionally, Blood Carvers feel shunned by galactic society because the Blood Carvers' reputation for being fearsome assassins.

Except for exiles, Blood Carvers rarely act alone, and exiles find new tribes (often like-minded members of other species) to associate with. Freed from cultural restrictions, Blood Carvers seek out personal wealth, but must be content to get by with a moderate amount of comfort.

Personality: On Batuuine, Blood Carvers are fiercely loyal to their tribes and tribal leaders. Those that venture into the galaxy carry the vestiges of this loyalty, transferring it to new allies made away from their home planet. Blood Carvers are unusually disdainful of material wealth and egotism, and find flattery and excess offensive. Blood Carvers strive to stamp out such traits, and some Blood Carvers are exiled from Batuuine for showing hints of greed, gluttony, or pride.

Physical Description: Vaguely humanoid with golden skin, beaklike noses, and dark eyes, Blood Carvers are taller than Humans, despite their triple-segmented legs. Blood Carvers wear sparse, close-fitting clothing that allows them to move about with relative quiet, and they rarely, if ever, adorn themselves with jewelry. Tribal tattoos are common on Blood Carvers.

Homeworld: Batuuine is a temperate world in the Colonies region. Blood Carvers also maintain colonies on friendly worlds, including Gorsecant and Alderaan, and pocket colonies of exiles have popped up on more distant worlds such as Nar Shaddaa.

Languages: Blood Carvers speak Batorese, a language that uses skin coloration and pheromones in addition to its verbal component. Non-Blood Carvers cannot speak or understand Batorese due to the complexities of the language, but Blood Carvers also speak Basic.

Example Names: Ke Daiu, Pa Gara, Mu Fier, Va'Tosh.

Adventurers: Blood Carver adventurers make excellent spies, assassins, and scouts. They gravitate toward the sneak and scoundrel classes, though some are soldiers. Force sensitivity is not unknown among Blood Carvers, though few join the Jedi Order.



BLOOD CARVER SPECIES TRAITS

Blood Carvers share the following species traits:

Ability Modifiers: +2 Dexterity, +2 Wisdom, +2 Charisma. Blood Carvers are extremely agile but lack social skills.

Size: As Medium creatures, Blood Carvers have no special bonuses or penalties due to size.

Speed: Blood Carver base speed is 6 squares.

Conditional Bonus Feat: Blood Carvers who have Acrobatics as a trained skill gain Skill Focus (Acrobatics) as a bonus feat.

Deathstrike: Whenever a Blood Carver makes a melee attack against an opponent that it denied its Dexterity bonus to Reflex Defense, the Blood Carver's attack, if successful, deals $\frac{1}{2}$ die of damage.

Automatic Languages: Basic and Batorese.

CLAWDITE

A specially bred offshoot of Zolanders, Clawdites were genetically engineered to withstand the unsafe levels of radiation generated by an unstable sun. However, Clawdites developed an unexpected mutation—the ability to shapeshift. The Zolanders deemed the Clawdites a dire threat—a devious subspecies filled with wickedness. Therefore, to guard against Clawdite treachery, the Zolanders sequestered them in wretched ghettos, where they live as second-class citizens under the watchful eyes of their captors.

The Clawdites chafe under the tyrannical yoke placed upon them, and those who can, flee, but more languish on their homeworld, struggling to find some way to be free. Count Dooku and the Separatist Movement offered the Clawdites the freedom they craved from the Zolanders, so many enlisted to support Count Dooku's war effort in exchange for his promise. The aid was short lived, for the Separatist Movement unraveled with Count Dooku's death.

Only after the fall of the Empire do the Clawdites finally rise up against the Zolanders, fighting a brutal civil war that continues the world in violence. The Clawdites eventually gain control of the planet, and in victory,



they assert themselves as the dominant species. Free, the Clawdites join the New Republic and throw their support behind Alliance Intelligence organizations, using their unique talents to infiltrate the Yuuzhan Vong and sabotage equipment, gather intelligence, and assassinate critical targets. The Clawdites take on this dangerous work because they are driven to support the cause of liberty, and for them, the ends always justify the means.

Personality: Clawdites are staunchly committed to freedom and detest oppression in all its forms. Independent spirits, they go their own way, following their hearts rather than abide by a set of rules imposed on them. Above all, Clawdites hate bigotry and prejudice and do not tolerate bullies. The more violent Clawdites are sure to make examples of those they encounter.

Physical Description: In their natural form, Clawdites are distinctly reptilian, their thick hides having a green or ochre cast. Their catlike eyes are yellow, set in a face that could pass for Human. Clawdites can alter their appearance in subtle ways when young, and as they age and practice their skills, they can assume the appearance of similarly sized species, even masking their equipment when it is held close to their bodies.

Homeworld: Clawdites originate from Zolan, a planet awash with intense radiation from its sun.

Languages: Clawdites speak Basic and Clawdite (a modified version of the world's native tongue of Zolander).

Example Names: Durbat, Renneyn, Rolsat Noviec, Torsayn, Zarn Wesell.

Adventures: Clawdites who leave Zolan find work as bounty hunters, assassins, or spies. Their unique nature makes them especially adept scoundrels or scouts.

CLAWDITE SPECIES TRAITS

Clawdites share the following species traits:

Ability Modifiers: +2 Strength, +2 Charisma. Clawdites are frailier than other creatures but are extremely adept at masking their appearance.

Size: As Medium creatures, Clawdites have no special bonuses or penalties due to size.

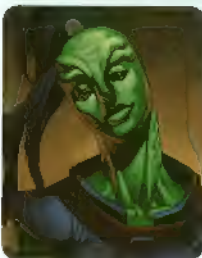
Speed: Clawdite base speed is 6 squares.

Shapeshift: Clawdites are shapeshifters and can alter their appearance at will (see the Deception skill description on page 64 of the Saga Edition core rulebook). A Clawdite gains a +10 species bonus on Deception checks made to disguise appearance. Additionally, a Clawdite can disguise its appearance as a full-round action at no penalty.

Storle: Once per encounter, as a reaction to being attacked, the Clawdite can make a Deception check against the target's Will Defense. If successful, the attacker takes a -5 penalty on the attack roll.

Automatic Languages: Basic and Clawdite.

FALLEEN



Of all the species to populate the galaxy, none are better known for their intoxicating appearance than the Falleen. An exotic reptilian people, they are favored for their elixir-like physiognomies and entrancing features. These qualities alone would solidify their place among the more handsome species, but their personalities make them irresistible to other species.

Their gifts and allure enable the Falleen to move through other cultures with ease, but despite their advantages, Falleen prefer to remain mysterious, withdrawing to their own world

in their own system. They do not lack the technology or wherewithal to venture out into the stars, but their cultural predilections make such ventures undesirable. The Falleen regard themselves and their civilization to be among the greatest in the galaxy, and looking beyond their world, they find only chaos and strife—the products of crudity and backward beings. Associations with other species, therefore, are risky in the Falleen and are approached with caution.

Falleen culture reinforces the sense of superiority that pervades this species. Their rigid caste society confines them to societal roles and provides stability and a sense of purpose. Other systems are far looser, with little to no regard for quality of birth or station. Rather than contaminate themselves and endanger their social system, the Falleen are content to remain apart from the rest of the galaxy.

Personality: Falleen are notoriously sparse with words, reticent to the point of being withdrawn. Falleen believe emotional displays are unsophisticated. Therefore, they work to control their moods and expressions, deeply burying the wellspring of feelings that boil within.

Physical Description: The Falleen are a reptilian species that have a similar shape and size to humans. Delicate blue-green scales, supple and flexible, cover their bodies, growing thicker and harder where they cover their spines. Falleen can and do grow hair, and for many, their hair is a point of pride. They wear their black tresses long, pulled up into topknots or back in elaborate braids. Some adorn their luxurious hair with combs, beads, and ornate nets made of priceless wire and gemstones.

Homeworld: The Falleen hail from a world of the same name in the Mid Rim.

Languages: Basic and Falleen.

Example Names: Savan, Xaid, Xist, Xizbi, Xora, Zule, and Zurros.

Adventurers: Falleen adventurers are privileged youth, the scions of the wealthy and powerful. It is customary on Falleen for young adults to embark on pilgrimages into the galaxy to explore and learn about other cultures. During this time, the Falleen pilgrims are expected to engage other cultures, finding their failings and virtues. When the Falleen comes of age and claims her place at the head of her people, she can use her experiences to better rule her subjects.

FALLEEN SPECIES TRAITS

Falleen share the following species traits:

Ability Modifiers: -2 Wisdom, +3 Charisma. Falleen possess uncommon magnetism and great interpersonal skills.

Size: As Medium creatures, Falleen have no special bonuses or penalties due to size.

Speed: Falleen base speed is 5 squares.

Hold Breath: Falleen are at home in air or water. A Falleen can hold her breath for a number of rounds equal to 25 times her Constitution score before she needs to make Endurance checks (see the Endurance skill description on page 66 of the Saga Edition core rulebook).

Pheromones: As a standard action, a Falleen can make a special attack against any adjacent creature. The attack modifier is equal to the Falleen's character level plus her Charisma modifier. If the attack equals or beats the target's Fortitude Defense, that target moves -1 step along the condition track. If you fail to beat the target's Fortitude Defense, the target is immune to your pheromones for 24 hours. When the target is reduced a total of -5 steps, instead of falling unconscious, the target's attitude improves to friendly (see page 71 of the Saga Edition core rulebook).

Pheromones function as an inhaled poison. Any creature holding its breath is unaffected (see the Endurance skill description on page 66 of the Saga Edition core rulebook).

A creature can be affected by Falleen pheromones only once per round. Multiple exposures to pheromones from different Falleen in the same round produce no additional effects. A hostile creature cannot be targeted by this effect.

Pheromone Acclimation: Falleen gain a +5 species bonus to their Fortitude Defense against the pheromones of other Falleen.

Automatic Languages: Basic and Falleen.

GAND

A strange species of insect creatures, the Gand have evolved in response to the toxic atmosphere of their homeworld. In fact, two distinct types of Gand exist. The more common has features typical of other species—lungs and



the usual assortment of internal organs. The other type—rarely found outside Gant—has no lungs, and takes in the nutrients it needs through the materials it consumes.

Since the Gant cannot tolerate other atmospheres, and outsiders cannot breathe Gant's atmosphere, the species of this far-flung world developed without outside interference, resulting in a rich culture with peculiarities. The most notable aspect of the Gant is their lack of individual identity. A Gant must earn his name, his place, and his uniqueness

through personal accomplishments. As such, the lowliest Gant sees themselves as nothing more than aspects of the same whole.

The Gant rarely permit non-Gant onto their world. Insular to the point of xenophobia, Gant have learned what can happen to the delicate balance of their society when they allow offworlders to pollute their people with ideas of independence and self-worth. The closest most ever come to the planet's surface are orbiting space stations, the principle hubs of Gant trade and commerce.

Personality: Gant seem humble, soft-spoken, and self-deprecating. Until a Gant has achieved something of import, a Gant refers to itself as simply "Gant." As the Gant achieves more accomplishments, it earns its identity, moving from the third person to the first person and eventually gaining a name. If Gant missteps or fails, it will likely demote itself until it repairs the damage to its character.

Physical Description: Short, stocky, and fleshy in appearance, Gant have three fingers on each hand, and their faces are lumpy and unsettling. Gant have large, multifaceted eyes that betray little emotion. All Gant encountered off-world use a special breathing apparatus that fits snugly into their facial orifice.

Homeworld: Gant come from the poisonous world of Gant.

Languages: Gant lack the organs to speak any language other than Gant and, therefore, rely on transliterators to communicate in other tongues.

Example Names: Muuksh, Ooryl, Shoolush, Vaabesh, Zaabahn, Zuclurs.

Adventures: Gant leave their homeworld for a variety of reasons, usually in exiles, driven forth from their worlds and condemned to wander. Others occupy a singularly unique role as mystic hunters called Findsmen. Walking the path of truth, as they see it, they explore the galaxy, taking work as guardians, soldiers, and more commonly, as bounty hunters.

GANT SPECIES TRAITS

Gant share the following species traits:

Ability Modifiers: +2 Wisdom, -2 Charisma. Gant society values wisdom and cunning, but their off-putting appearance and strange manner make them difficult to understand.

Size: As Medium creatures, Gant have no special bonuses or penalties due to size.

Speed: Gant base speed is 6 squares.

Darkvision: Gant ignore concealment (including total concealment) from darkness. However, they cannot perceive color in total darkness.

Hardy: Gant are tough and resilient, capable of shrugging off injuries that would cripple other species. Whenever a Gant uses second wind, it regains a number of additional hit points equal to 5 × its character level.

Special Equipment: The dependence of the Gant on the atmosphere of their homeworld restricts their ability to leave without use of specialized equipment. Without a breathing apparatus, a Gant will suffocate. Without a transliterator, a Gant cannot communicate in any language other than Gant. A breathing apparatus costs 2,000 credits, and a year's supply of breathing filters cost 200 credits (50 credits on Gant). A transliterator costs 100 credits. A Gant character begins play with these items at no cost.

Limb Regeneration: A Gant regrows a lost limb in 1d10 days. At the end of this time, all persistent penalties associated with the loss of the limb are removed.

Automatic Languages: Gant.

JAWA

Jawas are shrewt humanoidls native to Tatooine. The Jawas have a poor reputation and are regarded as thieves at best, vermin at worst. Their off-putting nature is made worse by the sour smell that clings to them and their inexpressible and nonsensical language. Jawas survive by scavenging lost technology in the desert wastes. "Lost" for Jawas is ambiguous; they are likely to snatch up anything that's not bolted down. Moisture farmers and others who live far from the spiceports regularly find that their belongings have vanished in the night with only tell-tale Jawa tracks leading off into the wasteland.



Jawas are intelligent and have a complex society. Gathering in extended tribes, Jawa life revolves around trade—not for wealth, but for survival. Jawas look for guidance from their shamans, usually a female Jawa with the ability to portend the future and cast vicious hexes. Once a year, the Jawa tribes gather in the Qune Sea to exchange sons and daughters, to swap stories and news, and to mingle among their own kind.

Personality: Jawas are peaceful, preferring flight to confrontations. They are, however, extremely cunning and capable of great treachery if given cause. A fleeing Jawa seeks out allies and recruits reinforcements to deal with threats. Even then, Jawas rarely confront their enemies directly, preferring to sabotage or steal vital equipment and let the desert do the nasty work for them. A Jawa can become fierce—even vicious—when cornered or when a shaman is threatened.

Physical Description: Jawas wear brown hooded cloaks to protect themselves from the oppressive heat of the twin suns of Tatooine. They dip their clothing in a tannic soup to better seal in their moisture. This gives them their infamous unpleasant odor. Jawas have sensitive glowing orange eyes and are easily blinded by bright light. Beneath their coverings, Jawas are slight violent creatures with tiny hands and feet.

Homeworld: Jawas are found almost exclusively on Tatooine.

Languages: The Jawa tongue is a complex language that involves as much gesture and smells as it does sounds. Lacking the organs to form words in Basic and confronted with the fact that other races cannot speak Jawa, they developed a shorthand speech called Jawa Trade Language. It essentially simplifies their tongue to aid trading between themselves and non-Jawas.

Example Names: Akkai, Het, Obixet, Kiepti, Tibiki, Teel.

Adventurers: Family is the heart of Jawa society and as such, they are loath to leave their extended tribal groups. A lone Jawa likely has been driven out of his tribe or it might be a lone survivor of an attack by Sand People or other desert denizens.

JAWA SPECIES TRAITS

Jawas share the following species traits:

Ability Modifiers: +2 Strength, +2 Dexterity. Jawas are quick and agile but they lack the strength of larger creatures.

Size: As Small creatures, Jawas gain a +4 size bonus to their Reflex Defense and a +5 size bonus on Stealth checks. However, their tiny and carrying limits are three-quarters of those of Medium creatures.

Speed: Jawa base speed is 4 squares.

Darkvision: Jawas ignore concealment (including total concealment) from darkness. However, they cannot perceive colors in total darkness.

Desert Dweller: When making Survival checks to resist the effects of extreme heat, Jawas can reroll the result and keep the better result.

Scavenger: Whenever a Jawa armed with an ion weapon successfully damages a droid or vehicle, the Jawa adds half its level in ion damage.

Skills: Mechanics is always a class skill for Jawas. A Jawa can choose to re-roll any Mechanics check, but must keep the second result, even if it is worse.

Automatic Languages: Jawa, Jawa Trade Language.

RYN

Ubiquitous in spaceports throughout the galaxy, Ryn are a source of nomads and adventure's countless mysteries and legends. No one is certain where the Ryn come from, no record of a home world exists, and Ryn culture is as enigmatic as it requires them to never sleep in the same place twice. Some speculate that the Ryn were a race of warriors, dispatched to Core Worlds ages ago to contend with some threat, while others suggest that the Ryn were a tribe of ten thousand musicians gifted to a world that had no artists of their own. Either could be true, for the Ryn are as fearless in battle as they are skilled in music.

For all their talents, Ryn find the galaxy largely inhospitable. They have a reputation for being untrustworthy and treacherous, dangerous to befriend and fickle in their loyalties. Although that is true, many Ryn must be just free spirits seeking a survival. They are among the hardest working people known.

The Ryn are natural entertainers. Between jobs, they supplement their incomes through fortune-telling using abstract cards (a game they are believed to have invented), singing, dancing, and any other musical arts.

Personality: Wanderlust consumes the Ryn. They cannot abide confinement and cannot stand when they feel they must move on. Shortly after they arrive in a new place, Ryn are fun loving and flamboyant, but centuries of cruelty, oppression and exploitation have taken their toll. This has led some Ryn to become more misanthropic and secretive, which of course does nothing to diminish the suspicion and distrust others have for the Ryn.

Physical Description: Ryn are humanoid, but slightly shorter than Humans. All Ryn have thick, mucilage tails that end in white tufts. Prehensile, these tails can support their weight and even act as a third arm. A fine coat of smoke-gray fur covers their bodies, while they grow thick white to blue-white hair on their heads. Males wear thin mustaches and beards.



A Ryn's most distinctive feature is its nose. A chitinous organ similar to a beak, it is designed to allow the passage of air. Rynian pipe sounds—through their holes—create a variety of notes, whistles, and pops. Soiled Ryns can use these "hears" to create music.

Homeworld. The Ryn are believed to have come from somewhere among the Core Worlds, but they have traveled for so long that even the Ryn no longer remember from where they came.

Languages. Ryn all speak Basic and Ryn, and they are quick studies of many languages from all over the galaxy.

Example Names. Camarata, Cigat, Claran, Droma, Ferfer, Gigh, Lemya. Male Ryn: A Rynary R'vanna, Sophia.

Adventurers. Ryn are born to adventure and are happiest when traveling and exploring. They rarely stay in any place too long and are agitated if forced to stay put. Darcos does little to frighten them. Thus, they find themselves in difficult situations. Even though the Ryns' nomadic penchant makes them poorly suited to be law enforcement and users of the Force, even if they are not aware they are using it, Ryns with the strongest abilities become spies, adepts, and travel wherever the Force takes them.

RYN SPECIES TRAITS

Ryn share the following species traits:

Ability Modifiers. +2 Charisma. Ryn are gifted entertainers and diplomats.

Size. As Medium creatures, Ryn have no special bonuses or penalties due to size.

Speed. Ryn base speed is 6 squares.

Musical Beak. Ryn can move air through their beaks to create pleasant tones and notes. When using its musical beak to imitate sounds or noises to mislead or deceive, a Ryn can reroll Dexterity checks and take the better result.

A Ryn can also imitate his voice or produce sounds from his musical beak in a range of 10 squares. As a free action, a Ryn can use ventriloquism to create a diversion to hide (see the Deception skill description on page 68 of the *Saga Edition Roleplaying Book*).

Prehensile Tail. Ryn have long, thin, nearly as strong and flexible as their limbs. A Ryn can effectively hold (but not wield) a small or smaller item in its tail. When holding a Medium or larger item with its tail, the Ryn is immobilized and mustered to lie flat, lying a heavy load.

Connections. Ryn benefit from an extensive information network that spans the galaxy. Wherever they travel, they can recruit other Ryn to learn, gather, and guard information more easily than can other races. Wherever a Ryn character makes a Gather Information check to learn some information, he can forgo his edit roll. This does not mean the Ryn can't spy again, so he must spend his credits as normal.

Automatic Languages. Basic and Ryn

SABACC FORTUNE-TELLING

Ryn who learn to use a sabacc deck to tell fortunes have an uncanny knack for determining future events. Jedi speculate that the Ryn use the fortune-telling technique to tap into their inner Force sensitivity, but no Ryn has allowed the process to be studied thoroughly. A Ryn with a sabacc deck can spend one minute performing the fortune-telling ritual to make an untrained Use the Force check as though using the Search Your Feelings application of the skill, designating a single course of action as the subject of the fortune-telling. The results provide signs and portents related to the outcome of the chosen course of action. This skill can be used even in areas where the Force is suppressed, since it is not linked to the Force in any traditional way.

TOYDARIAN

Toydarians are small, winged aliens from the planet Toydaria. They are known as shrewd merchants and able negotiators, even though many regard them as thieves. Because their homeworld is located within Hutt Space, many Toydarians who leave Toydaria find themselves either employed or indentured to Hutt criminal interests. Toydarians easily retain mind-affecting Force powers and are even more resistant to such skills than the Hutt overlords.

Toydarians have an unsavory reputation, but not all Toydarians are criminals. However, their sharp minds and keen senses must those who deal with Toydarians for like they have been used advantage. Most Toydarians have some degree of business savvy, and many have a penchant for gambling (even to their own detriment).

Toydarians are capable of flight from birth, and can hover in place. Toydarians are a "fly by the seat of their pants" species, though the speed with which their wings beat consumes large amounts of energy. As a result, Toydarians consume several times more food than humans do in a single day and some of the bloodiest wars in Toydarian history have been fought over food supplies. Though they have integrated technology into their society and culture, most Toydarians prefer the simple pleasures of small villages and tight-knit communities.

Personality. Toydarians are proud and loyal beings



who can sometimes border on sycophantic, likewise, unscrupulous Toydarians put their keen minds to work deceiving their business partners and tricking unsuspecting folk into being the victims of Toydarian confidence scams.

Physical Description Toydarians are rarely more than 1.5 meters tall. Toydarian skin color ranges from blue to green to pink. They are pudgy, with spindly limbs and a pair of fluttering wings that keeps them aloft.

Homeworld Toydarians hail from Toydaria, an out-of-the-way planet in Hutt Space. Airspeeders are banned on Toydaria given the large amount of pedestrian air traffic.

Languages Toydarians speak their own language, known as Toydarian, as well as Huttese. Toydarians also speak Basic, though Huttese is their true second language.

Example Names Reti, Walto, Zlate

Adventurers Toydarian heroes are likely among those Toydarians who have ventured forth from their home planet in search of fame, fortune and glory. Toydarian heroes tend to gravitate toward the scout/ranger class where their sharp wits can be put to best use, though some may be nobles as well. Toydarians also favor the scout class, especially for the extra mobility.

TOYDARIAN SPECIES TRAITS

Toydarians share the following species traits:

Ability Modifiers +2 Strength, +2 Wisdom. Toydarians are weaker than Humans, but they are shrewd and accustomed to moving quickly to deal the deal.

Size As Small creatures, Toydarians gain a +1 size bonus to their Reflex Defense and a +5 size bonus on Stealth checks. However, the carrying limits are three-quarters of those of Medium creatures.

Speed 4 squares, 16 5 squares. Toydarians can hover in place, flying without needing to move. Toydarians have a maximum flying distance of 2 squares.

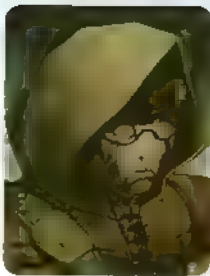
Conditional Bonus Feat: Toydarians who are trained in Deception gain Skill Focus (Deception) as a bonus feat.

Force Resistance Toydarians gain a +5 species bonus to Will Defense against any Use the Force check with the mind-affecting descriptor.

Automatic Languages Huttese, Toydarian.

UBESSE

Long ago, the Ubesse were a peaceful species, content in the paradise of the garden planets. That changes when they encounter Old Republic scouts who seduce them with the power and might of advanced technology. Obsessed by these wonders, the Ubesse devote their resources to the development of these technologies. As they succeed, they become worried about aggression from rival systems, so they develop weapon technology, dipping into dangerous devices banned throughout the galaxy. Fearing these weapons in the hands of a decidedly unstable population, the Old Republic makes a preemptive



strike against Ubesse. Ubesse weapons are anti-aggression and halt their aggression. The anti-aggression device have some weapons resulting in a widespread condemnation of all Ubesse weapons and the near extermination of the Ubesse race.

The only survivors are those who struggle to survive in the ashes of their civilization. The attacks, coupled with the Old Republic's unwillingness to assist the beleaguered people, breed resentment and hatred toward the rest of the

galaxy. After thousands of years, the Ubesse curse their ancestors for not recovering enough to begin again. The Ubesse slowly emerge from their grief, selling their services as mercenaries and bounty hunters, gaining a name for themselves as merciless warriors who are not above any action as long as they get the job done.

Personality Ubesse are aggressive and warlike. They blame all outsiders for the loss of their civilization, so resentment and disgust, because Ubesse they reserve the hate for the led in particular, viewing them as a dangerous for their lives.

Physical Description The Ubesse are a species of graceful near-Humans. They are uniformly white and transparent, a Human. Their skin is transparent, a transparent green, a Ubesse from breathing the air of other planets, so they are immortal. They have body suits and through the apparatuses. Beneath the apparatuses, Ubesse are humans. A Ubesse has a pale skin and bright green or blue eyes. They have facial features with narrow eyes and overlarge eyes set above high cheekbones.

The Ubesse cannot speak, so they use a high-speed system to communicate. They use a complex language of hand signals, a series of movements that convey information and ideas in silence.

Homeworld The Ubesse hail from Ubesse, the largest planet in a remote system of the Mid Rim Territories.

Languages Ubesse speak Basic and Ubesse. They also use a complex language of hand signals and gestures to aid in their

Example Names Boush, Dabab, Kabrak, Nopori, Saba, Torika

Adventurers Ubese adventurers are uncommon at best, considering the obstacles they must overcome to survive and their reliance on technology to survive off-world. Those that manage to make it work are mercenaries and bounty hunters, scouts and soldiers who hire themselves out to anyone who meets their price. Even though they are no strangers to the Force, no Ubese are known to have become Jedi.

UBESE SPECIES TRAITS

Ubese share the following species traits:

Ability Modifiers. +2 Constitution, +2 Dexterity. Ubese have slight builds, and they are quick and agile.

Saves. As Medium creatures, Ubese have no special bonuses or penalties to save rolls.

Speed. Ubese base speed is 6 squares.

Aggressive. If an Ubese character hits with a charge attack, the +2 bonus an attack rolls against the target persists for the duration of the attack.

Survival Instinct. Ubese are tough and resilient, capable of withstanding the perils of even hostile worlds. An Ubese can reroll Survival checks, but the result of the reroll must be accepted, even if it is worse.

Conditional Bonus Feat. Ubese do not trust other cultures, so they are more suspicious of aliens. An Ubese with Perception as a trained skill gains Skill Focus (Perception), as a bonus feat.

Special Equipment. Ubese cannot tolerate the atmospheres of other worlds and must rely on breath masks to survive. Without a breath mask, an Ubese begins to suffocate (see "Endurance" on page 66 of the Saga Edition core rulebook).

When not on their homeworld, Ubese wear environmental suits to stave off the hazards found on other planets as well as to hide their appearance. An environmental suit functions as a combat jumpsuit that also grants a +2 equipment bonus to Fortitude Defense. The suit also includes a voice modulator to emulate the voice of a male or female or to make the Ubese's voice.

An environmental suit with breath mask and voice modulator costs 2,000 credits, and a year's supply of breathing filters cost 200 credits (50 credits per Ubese). Ubese characters begin with these items at no cost.

Automatic Languages. Basic, Dorninian, and Ubese. Dorninian is a sign language and serves as the primary medium for communication among Ubese.

HEROIC CLASSES

Outside the legitimate authority of the galaxy, life is dangerous. Laws are made and enforced by the powerful with little interest in justice or fairness. On the fringes, crime lords and gangsters command through a generous use of force and terror to ensure that the lesser stay to their every whim. With no Empire or Republic, rule goes to the individual who can take power and hold it longest. Amid these lawless places, rogue heroes thrive, carving names for themselves in a dangerous, though exhilarating universe. Fighting syndicates, slavers, pirates, and other villains. This section explores how heroes who sail the line between light and dark develop talents and abilities that set them apart from their more mainstream counterparts.

JEDI

In the line of duty, Jedi often consort with the dregs of the galaxy. Whether working as negotiators to defuse violence on a far-flung world or fleeing to the farthest reaches of space to avoid their enemies, Jedi that coexist with scum and villains develop a slightly different range of abilities.

New Jedi Sentinel Talent

The following new talent belongs to the Jedi Sentinel talent tree, which is available to members of the Jedi class. Any character who can normally choose talents from the Jedi Sentinel talent tree can choose this talent as well.

Persistent Haze. Whenever anyone concealed by your use of the Force Haze talent attacks, you maintain total concealment without having to make another Use the Force check. Only those who do not always remain concealed, the attacker no longer has total concealment, even when using this talent.

Prerequisites: Clear Mind, Force Haze

NOBLE

Contrary to their name and identity, nobles frequently rub elbows with some of the more dangerous villains in the galaxy. Many nobles supplement their wealth by making deals with crime lords and smugglers, while others use black market contacts to maintain their supply of illegal substances or other distractions. Other nobles might have lost everything, driven from their worlds and stations in disgrace. Forced to make their way in a hostile galaxy, nobles find their talents and abilities well suited to the byways of the underworld.

Disgrace Talent Tree

Scandal fouls your family name, forcing you to live among the fringes of society and teaching you that honor is overrated when victory is on the line.

Ambush. During a surprise round, before combat begins, if you are not surprised, you can give your vital standard action to allow all conspired allies within your line of sight to take an extra move action during the surprise round. Allies can spend this move action to instead reroll their initiative check and take the better result as a free action before combat begins.

Prerequisite: Dirty Tactics.



Castigate: You deliver a scathing rebuke against a target to erode its will and fall... with doubt. Make a Persuasion check as a standard action against the target's Will Defense. If successful, you impose a -2 penalty to all the target's Defenses until the end of your next turn. You can use this ability only against targets that can clearly hear you and understand your language.

Dirty Tactics: Once per encounter as a standard action, you can grant a tactical advantage to all allies within your line of sight. When any ally flanks an opponent, that ally gains a +4 flanking bonus on melee attack rolls instead of the normal +2 bonus. Allies lose this benefit immediately if line of sight is broken or if you are unconscious or dead, or at the end of the encounter.

Misplaced Loyalty: As a swift action once per turn, you can make a Persuasion check against the Will Defense of all opponents within your line of sight. If successful, a target cannot attack you if one of your allies is within 6 squares of you. You may not use this talent in the same round as the soldier's Draw Fire talent. This effect lasts until the beginning of your next turn.

Prerequisite: Dirty Tactics.

Two-Faced: You have mastered the art of saying one thing and doing another, allowing you to deceive your enemies to keep your machinations hidden. You can use each of the following actions once per encounter as a standard action.

- **Fake Security:** Make a single melee or ranged attack against a target within your range. At any time before the beginning of your next turn, you can make a single attack against that target as a reaction if that target attacks you.
- **Menace:** Making a single melee or ranged attack against a target within your range. Until the beginning of your next turn, that opponent cannot make any attacks against you except for attacks of opportunity. This is a mind-affecting effect.
- **Risky Target:** Make a single melee or ranged attack against a target within your range that has not attacked you since the end of your last turn. You gain a +2 bonus on your attack roll and damage roll for this attack.

Prerequisites: Dirty Tactics, Misplaced Loyalty.

Unreadable: You gain a +5 bonus to your Will Defense against skill checks made to read your emotions and influence your attitude. In addition, whenever you successfully feint a target in combat, that target is flat-footed against your attacks until the end of your next turn.

New Inspiration Talents

The following new talent belongs to the Inspiration talent tree, which is available to members of the noble class. Any character who can normally choose talents from the Inspiration talent tree can choose the following talent as well.

Believed: Your allies hold you in such esteem that when you are threatened or injured, you can compel them to action. You can use each of the following actions once per encounter.

- **Guardian:** Choose one ally as a swift action. As long as you remain within 6 squares of the ally, you gain a +2 bonus to your Reflex Defense until the start of your next turn.
- **Reprisal:** Make a single melee or ranged attack against any target within your range as a standard action. If your attack roll succeeds and if that target attacks you before the end of your next turn, one ally within 6 squares can make an attack against that target as a reaction.
- **To Meet:** Spend a swift action. Whenever you take any damage before the beginning of your next turn, each ally within line of sight can move 2 squares as a reaction. This movement does not provoke attacks of opportunity.

Prerequisites: Bohemian Ally, Inspire Confidence.

SCOUNDREL

Scoundrels thrive outside the bounds of law. They know how to maneuver, broker, and manipulate to make their way along the uncertain routes of the underworld. Scoundrels fill a variety of roles from spy to smuggler, pirate to bounty hunter, and just about everything in between. When dealing with villainous scum, having a scoundrel on your side can make all the difference between success and failure.

New Fortune Talents

The following new talents belong to the Fortune talent tree, which is available to members of the scoundrel class. Any character who can normally choose talents from the Fortune talent tree can choose from these talents as well.

Averted Disaster: Once per encounter you can turn a critical hit against you into a normal hit.

Prerequisite: Fool's Luck.

Better Luck than Dead: Once per encounter as a reaction, you gain a +5 luck bonus to any one defense until the start of your next turn.

Prerequisite: Fool's Luck.

Omb Luck: You are possessed of incredible luck and an uncanny ability to succeed where others would fail. You can use each of the following actions once per encounter as a standard action.

- **Evoke Enmity:** Make a single melee or ranged attack against any target within your range. If you damage the target, you gain a +2 bonus to your Reflex Defense against this target until the beginning of your next turn.
- **Escape:** Make a single melee or ranged attack against any target within your range. If that target successfully damages you before the start of your next turn, you can immediately move 2 squares as a reaction. This movement does not provoke attacks of opportunity.
- **Make your Own Luck:** Make a single melee or ranged attack against a target within range. If you miss this target, you gain a +2 bonus on your next attack roll.

Prerequisites: Knack, Lucky Shot.



Calisthenic Mind Once per encounter as a reaction you become immune to all mind-affecting effects until the end of your next turn. You are immune to spells and magical effects that would otherwise affect you. This immunity also extends to your allies within 30 feet of you.

Ricochet Shot When making a ranged attack against a target within 30 feet, you can choose to reduce the range of that target's save by one foot. This improvement is only in effect if the target is a creature that is not a construct or a golem.

Prerequisite: Monk, Lucky Shot

Jocund Luck Once per encounter, you can consider any single d20 roll to be a natural 20.

Prerequisite: Monk, Lucky Shot

Unlikely Shot Once per encounter you can reduce the damage of one attack that you make.

Prerequisite: Monk, Lucky Shot

New Misfortune Talents

Following new talents are based on the Misfortune talent. Any character who can normally choose talents can choose these talents.

Befuddle. If you succeed on a Deception check against a target's Will Defense as a reaction in the act of moving you can move through the threatened area of that target as a part of your move action without provoking an attack of opportunity. Each threatened square into you move through counts as 2 squares of movement.

Cunning Strategist. You can create opportunity attacks as a reaction when you encounter an opponent. You can use each of the following action once per encounter as a standard action.

- **Create Opening.** Make a single melee or ranged attack against any target within your reach. If you damage the target, the target takes a 5 penalty to its Will Defense until the end of your next turn.
- **Crippling Attack.** Make a single melee or ranged attack against an opponent within your reach. Until the start of your next turn, the target takes a 2 penalty to its base speed.
- **Violent Assault.** Make a single ranged attack within your range against an opponent that is within 2 squares of each other. Make a separate attack roll for a 5 penalty against each target, but roll damage once only.

Prerequisite: Dex 13, +1 Will, no armor.

Hesitate. You can fill your opponent with doubt by making a Persuasion check as a standard action against a single target that can hear and understand you. If your check result equals or exceeds the target's Will Defense, the target takes a 2 penalty to its base speed until the start of your next turn. If you fail, you suffer a 20% penalty to your next Persuasion check.

Improved Skirmisher. When you move at least 2 squares before you attack and you move at least 2 squares from where you started you gain a +2 bonus to all your defenses until the start of your next turn.

Prerequisite: Skirmisher

Slow Confusion. Once per encounter as a standard action you can make a Deception check and compare the result to the Will Defense of all enemies in your line of sight. If the check result equals or exceeds an enemy's Will Defense, that enemy may spend a swift action in addition to a standard action to make an attack until the start of your next turn.

Prerequisite: Hesitate

Sudden Strike. Whenever you would gain the benefit of the Skirmisher talent and you successfully hit your opponent, you deal sneak attack damage in addition to the normal damage dealt by the attack.

Prerequisite: Skirmisher, Sneak Attack

Weakening Strike. Whenever you deal damage to an opponent denied its Dexterity bonus to Reflex Defense, you can choose not to move the target down the condition track and instead impose a 5 penalty on all your opponent's attack and melee damage until the end of your next turn.

Prerequisite: Dexterity 13



Counterdunk 2519

Experienced Brawler

Make Do When fighting with an improvised weapon, you take no penalty for dual-wielding.

Man Down: Starnes and a third person, injured after gun-
 you an incident in which Starnes "was shot in the back of
 his head," but "did not die."

Pick a Fight When you are surprised and attack with advantage, if you gain a morale boost in this encounter, you gain a bonus to your attack rolls against any target you attack during the rest of the encounter.

Sucker Punch *אחת היצירות המצליחות ביותר של המאה ה-20*

New Weapon Specialist Talents

The following new talents bring in the Weapon Specialist talent tree as the only members to obtain a new talent while running in the arena: in the Vampire arena, a new talent, a change to the way the talent is used.

[illegible]

... ..

Impaling Assault You can hit your opponents to slow them down whenever you successfully damage an opponent using a piercing weapon.

1970-1971, 1971-1972, 1972-1973, 1973-1974, 1974-1975, 1975-1976, 1976-1977, 1977-1978, 1978-1979, 1979-1980, 1980-1981, 1981-1982, 1982-1983, 1983-1984, 1984-1985, 1985-1986, 1986-1987, 1987-1988, 1988-1989, 1989-1990, 1990-1991, 1991-1992, 1992-1993, 1993-1994, 1994-1995, 1995-1996, 1996-1997, 1997-1998, 1998-1999, 1999-2000, 2000-2001, 2001-2002, 2002-2003, 2003-2004, 2004-2005, 2005-2006, 2006-2007, 2007-2008, 2008-2009, 2009-2010, 2010-2011, 2011-2012, 2012-2013, 2013-2014, 2014-2015, 2015-2016, 2016-2017, 2017-2018, 2018-2019, 2019-2020, 2020-2021, 2021-2022, 2022-2023, 2023-2024, 2024-2025, 2025-2026, 2026-2027, 2027-2028, 2028-2029, 2029-2030, 2030-2031, 2031-2032, 2032-2033, 2033-2034, 2034-2035, 2035-2036, 2036-2037, 2037-2038, 2038-2039, 2039-2040, 2040-2041, 2041-2042, 2042-2043, 2043-2044, 2044-2045, 2045-2046, 2046-2047, 2047-2048, 2048-2049, 2049-2050, 2050-2051, 2051-2052, 2052-2053, 2053-2054, 2054-2055, 2055-2056, 2056-2057, 2057-2058, 2058-2059, 2059-2060, 2060-2061, 2061-2062, 2062-2063, 2063-2064, 2064-2065, 2065-2066, 2066-2067, 2067-2068, 2068-2069, 2069-2070, 2070-2071, 2071-2072, 2072-2073, 2073-2074, 2074-2075, 2075-2076, 2076-2077, 2077-2078, 2078-2079, 2079-2080, 2080-2081, 2081-2082, 2082-2083, 2083-2084, 2084-2085, 2085-2086, 2086-2087, 2087-2088, 2088-2089, 2089-2090, 2090-2091, 2091-2092, 2092-2093, 2093-2094, 2094-2095, 2095-2096, 2096-2097, 2097-2098, 2098-2099, 2099-2100, 2100-2101, 2101-2102, 2102-2103, 2103-2104, 2104-2105, 2105-2106, 2106-2107, 2107-2108, 2108-2109, 2109-2110, 2110-2111, 2111-2112, 2112-2113, 2113-2114, 2114-2115, 2115-2116, 2116-2117, 2117-2118, 2118-2119, 2119-2120, 2120-2121, 2121-2122, 2122-2123, 2123-2124, 2124-2125, 2125-2126, 2126-2127, 2127-2128, 2128-2129, 2129-2130, 2130-2131, 2131-2132, 2132-2133, 2133-2134, 2134-2135, 2135-2136, 2136-2137, 2137-2138, 2138-2139, 2139-2140, 2140-2141, 2141-2142, 2142-2143, 2143-2144, 2144-2145, 2145-2146, 2146-2147, 2147-2148, 2148-2149, 2149-2150, 2150-2151, 2151-2152, 2152-2153, 2153-2154, 2154-2155, 2155-2156, 2156-2157, 2157-2158, 2158-2159, 2159-2160, 2160-2161, 2161-2162, 2162-2163, 2163-2164, 2164-2165, 2165-2166, 2166-2167, 2167-2168, 2168-2169, 2169-2170, 2170-2171, 2171-2172, 2172-2173, 2173-2174, 2174-2175, 2175-2176, 2176-2177, 2177-2178, 2178-2179, 2179-2180, 2180-2181, 2181-2182, 2182-2183, 2183-2184, 2184-2185, 2185-2186, 2186-2187, 2187-2188, 2188-2189, 2189-2190, 2190-2191, 2191-2192, 2192-2193, 2193-2194, 2194-2195, 2195-2196, 2196-2197, 2197-2198, 2198-2199, 2199-2200, 2200-2201, 2201-2202, 2202-2203, 2203-2204, 2204-2205, 2205-2206, 2206-2207, 2207-2208, 2208-2209, 2209-2210, 2210-2211, 2211-2212, 2212-2213, 2213-2214, 2214-2215, 2215-2216, 2216-2217, 2217-2218, 2218-2219, 2219-2220, 2220-2221, 2221-2222, 2222-2223, 2223-2224, 2224-2225, 2225-2226, 2226-2227, 2227-2228, 2228-2229, 2229-2230, 2230-2231, 2231-2232, 2232-2233, 2233-2234, 2234-2235, 2235-2236, 2236-2237, 2237-2238, 2238-2239, 2239-2240, 2240-2241, 2241-2242, 2242-2243, 2243-2244, 2244-2245, 2245-2246, 2246-2247, 2247-2248, 2248-2249, 2249-2250, 2250-2251, 2251-2252, 2252-2253, 2253-2254, 2254-2255, 2255-2256, 2256-2257, 2257-2258, 2258-2259, 2259-2260, 2260-2261, 2261-2262, 2262-2263, 2263-2264, 2264-2265, 2265-2266, 2266-2267, 2267-2268, 2268-2269, 2269-2270, 2270-2271, 2271-2272, 2272-2273, 2273-2274, 2274-2275, 2275-2276, 2276-2277, 2277-2278, 2278-2279, 2279-2280, 2280-2281, 2281-2282, 2282-2283, 2283-2284, 2284-2285, 2285-2286, 2286-2287, 2287-2288, 2288-2289, 2289-2290, 2290-2291, 2291-2292, 2292-2293, 2293-2294, 2294-2295, 2295-2296, 2296-2297, 2297-2298, 2298-2299, 2299-2300, 2300-2301, 2301-2302, 2302-2303, 2303-2304, 2304-2305, 2305-2306, 2306-2307, 2307-2308, 2308-2309, 2309-2310, 2310-2311, 2311-2312, 2312-2313, 2313-2314, 2314-2315, 2315-2316, 2316-2317, 2317-2318, 2318-2319, 2319-2320, 2320-2321, 2321-2322, 2322-2323, 2323-2324, 2324-2325, 2325-2326, 2326-2327, 2327-2328, 2328-2329, 2329-2330, 2330-2331, 2331-2332, 2332-2333, 2333-2334, 2334-2335, 2335-2336, 2336-2337, 2337-2338, 2338-2339, 2339-2340, 2340-2341, 2341-2342, 23

Stinging Assault (a) When a character uses the Stinging Assault power, he or she may choose to deal damage to the opponent's armor instead of his or her body. If the character chooses to do this, the damage is dealt to the armor instead of the body. The character must choose to do this before the attack is made. If the character chooses to do this, the damage is dealt to the armor instead of the body. The character must choose to do this before the attack is made.

[illegible]

SKILLS

Skills are an important part of any scoundrel's arsenal. A scoundrel trained in Acrobatics, for example, is far more mobile on the battlefield than slow-moving soldiers and fragile nobles. Similarly, training in Deception gives a scoundrel the edge he needs to talk his way out of a complicated situation. What follows are specific skill uses, all of which are intended to broaden the capabilities of the skills most often utilized by scoundrels and other rogues in the galaxy. Although designed with the scoundrel in mind, any character trained in these skills can take advantage of these expanded uses.

ACROBATICS

Training in Acrobatics grants a hero unmatched maneuverability, broadening the ways in which the hero interacts with his environment.

Catch Item (Trained Only): Whenever you successfully disarm your opponent, you can make a DC 20 Acrobatics check as a free action. If the Acrobatics check succeeds, you snatch the object from the air. You must have at least one hand free to grab the item.

Escape Artist (Trained Only): By increasing the DC by 10, you can reduce the time required to Escape Bonds (see page 63 of the Saga Edition core rulebook). Escaping a grapple takes a move action; escaping a net or moving a square through a tight space requires a standard action, and only 5 rounds are required to escape from ropes, binder cuffs, or manacles.

Nimble Charge (Trained Only): If you succeed on a DC 25 Acrobatics check, you can charge through low objects and difficult terrain. If you fail this check, you cannot attack at the end of your movement. You can combine this use with the Cross-Officer Terrain Use (see page 63 of the Saga Edition rulebook). However, the DC increases to 35.

DECEPTION

Deception is another vital skill for scoundrels, for it is the currency of their craft. Whether used to mask their true motives, to forge documents, or even to assume a false identity, Deception offers a broad spectrum of ways to fool and mislead others.

Alternate Story (Trained Only): Whenever you fail a Deception check to convey deceptive information or a deceptive appearance, you can immediately attempt a second Deception check to avert suspicion. This second check is at a -10 penalty.

Cheat (Trained Only): When you gamble (see page 47 of the Saga Edition core rulebook), you can use Deception to improve your chances to win. However, you risk getting caught. When gambling against other characters, you can substitute your Deception check for your Wisdom check, but your opponents are entitled to a Perception check to catch you in the act. If the Perception check result equals or exceeds your Deception check, they detect your cheating.

Gambling against the house is fair play. If your Deception check fails to beat the location's security (DC 16 for common locations, DC 25 for good locations, and DC 35 or higher for the best), you are caught and the house responds as appropriate.

Group Feint (Trained Only): You can feint multiple targets at once as a full-round action. You can target any number of opponents who are clearly visible and who are within 5 squares of you. Each target beyond the first imposes a -5 penalty on your Deception check. You roll just once to set the DC for your opponents' Initiative checks. Any opponent whose roll you beat is treated as flat-footed against the first attack you make against him in the next round.

Innuendo (Trained Only): You can use Deception to transmit a secret message to another character trained in Deception. You do so by using subtle hand gestures, slipping in code words, and using body language. The DC depends on the complexity of the communication. A simple message in which you convey general concepts is a DC 10. Complex message that involve multiple steps or complicated information start at DC 15 and can rise as high as DC 25.

Any character who can both see and hear the transmitted message is entitled to a Perception check to decipher the message. The DC is equal to the Deception check DC. The Game Master can modify the DC for environmental factors such as loud noise, dim lighting, and distance.

GATHER INFORMATION

Knowledge is power, as the saying goes, and scoundrels hold this maxim as true. A well-informed scoundrel can avoid unnecessary confrontations and can be suitably prepared for the necessary ones. A knowledgeable scoundrel knows where to look and who to ask when chasing down an elusive bit of information, and having learned a juicy secret, a scoundrel knows who will pay to make sure it stays a secret.

Find a Good Score (Trained Only): Scoundrels of all types frequently have to hunt high and low for good, profitable work. Finding a score, as many illicit jobs on the fringe are called, can be one of the most difficult parts of a scoundrel's career. Characters trained in Gather Information can make a skill check to try and find profitable work. The base DC for this skill check is equal to 10 + the character's level. Success indicates the character finds profitable work, and the Game Master should use the job generator (see page 78) to create a job for the heroes to undertake. Additionally, success means that the heroes gain an additional 10% of the normal credit payout for the job.

However, failing this check does not mean that the heroes fail to find work, only that they fail to find profitable work. Failing the check by less than 5 means that the heroes find a job at the normal pay rate. Failing the check by 5-10 points means that the heroes find a job but only gain 50% of the normal payout. Failing the check by 10 or more means that the heroes fail to find a job. Finding a job takes one hour.

Identify: You can identify the salient features of an item by consulting experts. Examples include mysterious weaponry, artifacts, and other relics. Even though the knowledge skill can handle these functions, finding a person with the right kind of expertise can be tricky, hence knowing whom to ask can be a boon when saddled with an object of an unknown origin.

Commonly known facts such as identifying the item's function require a DC 16 Gather Information check. For every 5 points that you beat the DC by you learn one additional fact or useful bit of information about the item.

Identify is subject to the normal limitations on Gather Information. Some items are unidentifiable by making a skill check.

Quick Intel (Trained Only): You can halve the time required for a Gather Information check by increasing the DC by 10. You must declare your use of Quick Intel before rolling.

MECHANICS

Scoundrels are of no alerted techs and engineers because they recognize the value of using good gear in their larcenous pursuits. In addition to the common methods for modifying, repairing, and disabling gear, a skilled mechanic can install traps on equipment and even coax a bit more firepower out of the weapons they wield.

Booby Trap (Trained Only): requires tool kit: Whenever you would make a Mechanics check to sabotage a piece of equipment, you can also booby trap to damage the next character who uses the item. For every 1d4 damage you would have the trap deal, you must increase the Mechanics DC by 5. So a booby trapping a blaster to deal 3d6 damage to its next user requires a DC 40 Mechanics check. A DC 35 to arm the blaster, +5 for the damage.

Once the trap is installed, it attacks the next character to use the item using your base attack bonus against the target's Reflex Defense. If the attack hits, it deals the indicated damage.

Hot Shot (Trained Only): requires tool kit: You can overload an energy weapon to deliver a deadlier attack, but at the risk of a mishap or explosion. You must spend 1 hour and succeed on a Mechanics check. The DC is 20 plus 5 for every weapon size category above Tiny. If the check succeeds, the weapon deals an additional +3 points of damage. Any natural attack roll of 5 or lower, however, causes the weapon to become disabled. A natural attack roll of 1 causes the weapon to explode in the wielder's hands, dealing the modified weapon's damage to the wielder and half damage to all adjacent creatures.

PERCEPTION

When looking a room for any hint of value, a scoundrel recognizes he need for speed, especially when the guards are already on the way.

Quick Search (Trained Only): You can perform a quick survey of an area to notice the most important elements with a glance. You can make a Perception check to search a 5-square area or 5-cubic-meter volume of goods as a full-round action by taking a -10 penalty on the check.

PILOT

Whether pirate or smuggler, scoundrel pilots know the tricky, twisted, impromptu entanglements and slip through blockades unnoticed.

Fly Casual (Trained Only): Whenever you are piloting a ship or other vehicle, you can substitute a Pilot check for a Deception check to give off a deceptive appearance (see page 64 of the Saga Edition core rulebook). You still might be required to produce documentation and know specific procedures as is customary for the situation, but this use helps you avert suspicion in the first place, especially when your authorization codes are old and out of date.

STEALTH

Stealth is a vital skill for scoundrels because it allows them to conceal their movements, to hide from their enemies, to plant objects on an opponent, to remove objects from an opponent's possession, and even to attack from hidden positions and then melt away, practically invisible.

Drop: You can use Stealth to deposit a small concealed item without attracting notice, such as slipping a drug into a drink or planting a bug on a person's clothes. Any observer that beats your Stealth check with a Perception check notices the drop.

USE COMPUTER

Many scoundrels are adept at slicing into computers to manipulate them as well as to learn the secrets they hide.

Backtrail (Trained Only): A successful DC 25 Use Computer check reveals the identity of the last person to use the computer and the information they sought. The computer's attitude modifies the DC as normal.

Cover Tracks (Trained Only): When you access a computer, you can conceal your presence and how you used the computer by increasing all Use Computer check DCs by 5. Any character who attempts to analyze the computer to determine your identity and what you did takes a -5 penalty on their Use Computer check.

FEATS

The feats presented here supplement those found in the Saga Edition core rulebook and are suitable for any role to play. Although these feats are designed with roguish characters in mind, though any character who qualifies can select these feats.

BURST OF SPEED

You are capable of incredible bursts of speed.

Prerequisite: Trained in the Endurance skill.

Benefit: As a move action, you can move up to twice your speed. At the end of your movement, you move +1 step along the condition track.

CLOSE COMBAT ESCAPE

When you slip free from your opponent, you can deliver a parting attack.

Prerequisite: Trained in the Acrobatics skill.

Benefit: When you successfully use Acrobatics to escape a grapple, you can spend a swift action to make a single attack with a melee weapon or an unarmed attack against the opponent that had grappled you. If the attack hits, it deals normal damage, and your opponent is considered flat-footed until the start of its next turn.

COLLATERAL DAMAGE

Your hail of fire can catch secondary targets in your firing arc.

Prerequisite: Rapid Shot, base attack bonus +6.

Benefit: When you deal damage with a single non-area attack using the Rapid Shot feat, you can immediately make a second attack at a +2 penalty against a second target within 2 squares of the first. If this attack hits, you deal half of the original attack's damage to that target.

CORNERED

You are vicious when cornered.

Benefit: Whenever you are threatened by an opponent and unable to take the withdraw action, you gain a +2 bonus on attack rolls against opponents that threaten you.

DEADLY SNIPER

You are adept at staying out of sight when attacking from hidden positions.

Prerequisites: Sniper, Trained in the Stealth skill, base attack bonus +9.

Benefit: When you make a ranged attack against a target that is unaware of you, you gain a +2 bonus on your attack roll and deal +1 die of damage on the first attack each turn.

DECEPTIVE DROP

When you get the drop on your opponents, you dazzle them with your speed and ferocity.

Prerequisite: Trained in the Initiative skill.

Benefit: During the surprise round, if you damage a flat-footed target, that target is also knocked prone if your attack roll also exceeds the target's Fortitude Defense. The target adds its size modifier to its Fortitude Defense: Colossal, +50; Gargantuan, +20; Huge, +10; Large, +5; Medium and smaller, 0.

DESPERATE GAMBIT

You can draw upon your inner reserves to make a show or sink count when it matters most.

Benefit: Once per turn when you miss on an attack roll, you reroll the attack, but you take a -2 penalty to Reflex Defense until the end of your next turn. If your first attack missed because you rolled a natural 1, you can still use this feat, but you take a -5 penalty to Reflex Defense instead. You must accept the result of the second roll, even if it's worse than the first.

DUCK AND COVER

When exposed to an area attack, you can dive for cover.

Prerequisite: Trained in the Stealth skill.

Benefit: Whenever you are the target of an area attack that misses, once per turn you can move 2 squares as a reaction. This movement does not provoke attacks of opportunity.

FAST FOOTED

You gain a burst of speed when you attack while running.

Prerequisite: Running Attack.

Benefit: If you move both before and after you make an attack using the Running Attack feat, your speed is increased by 2 squares until the end of your turn.

FRIENDS IN LOW PLACES

Given enough time, you can dig up the right lead for the job.

Prerequisite: Trained in the Gather Information skill.

Benefit: Whenever you would acquire a license for a restricted or military object, you can substitute a Gather Information check for a Knowledge (bureaucracy) check. Reduce the black-market cost multiplier of such items by 1.

FEAT NAME	PREREQUISITES	BENEFIT
Burst of Speed	Trained in Endurance	Move speed twice as move action.
Close Combat Flurry	Trained in Acrobatics	Flurry of blows and attack.
Collateral Damage	Rapid Shot, base attack bonus +5	Gain extra attack upon hitting the first target.
Cornered		When caught in a difficult position, gain a +2 bonus on attacks on opponents when sniping, hide as swift action.
Deadly Sniper	Sniper, trained in Stealth	Hit enemy targets at edge of vision.
Desperate Drop	Trained in Athletics	Roll missed attack by taking a penalty to Reflex Defense.
Desperate Gambit		You'll let go of what you stand on at a cost of 2 speed when making a running attack.
Dunk and Cover	Trained in Survival	Know where to hide when you need a place to hide.
Fleet-Footed	Running Attack	Know where to hide when you need a place to hide.
Friends in Low Places	Trained in Gather Information	Sweep one trait for another trait.
Hasty Modification	Tech Specialist	Deception needs to push opponent away.
Hideous Visage	Shapeshift	Shapeshift to impersonate a specific person.
Impassionate	Shapeshift, Skill Focus (Deception)	Move when you catch a second wind.
Impetuous Move	Con 13	Withdraw faster when damaged.
Impulsive Fight		Attack opponent with their bare hands greater effect.
Knife in the Back	Lightning Draw, Trained in Sleight of Hand	Draw and fire as a standard action.
Lightning Draw	Quick Draw	Change your life.
Melamorph	Con 12, Shapeshift, Trained in Deception	Sacrifice attack of opportunity to move at half speed.
Opportunistic Retreat	Combat Reflexes	Gain a bonus when you catch a second wind.
Resurgence	Trained in Endurance	Install two traits.
Signature Device	Tech Specialist	Draw a trigger without a misfire.
Superior Maneuver	Dodge	Forgo extra damage to push back opponent.
Staggering Attack	Sneak Attack Talent or Rapid Shot or Rapid Strike	Move up down and out to get a damage.
Stare up	Trained in Intuition	Install superior equipment upgrades.
Superior Tech	Int 17, Tech Specialist, Bth level	Make work of opponent and move square.
Survivalist's Will	Combat Reflexes	Gain extra attack on a second target upon damaging the first target.
Wicked Strike	Rapid Strike	

HASTY MODIFICATION

You can twist and adapt equipment on the fly.

Prerequisite: Tech Specialist (see page 21 of *Starships of the Galaxy*)

Benefit: You can exchange a trait that you have applied to a piece of equipment or droid for another one by spending 1 minute to make a DC 20 Mechanics check. If you succeed, the equipment loses the old trait and gains a new trait until the end of the encounter, at which point the droid loses all traits it had previously acquired through use of the Tech Specialist feat.

HIDEOUS VISAGE

You can twist your features into a startling mask.

Prerequisite: Shapeshift species trait

Benefit: Once per encounter as a swift action, you can make a Deception check against one opponent that can see you. If the check equals or exceeds the opponent's Will Defense, you move the target 1 square away from you and it takes a -2 penalty on all attacks until the start of your next turn. This is a mind-affecting fear effect.

IMPERSONATE

Prerequisite: Charisma 10, Deception 10
Benefit: You can make a Deception check to impersonate a person whose name you know. If you succeed, you can impersonate that person in any way you wish. Moderate

IMPETUOUS MOVE

Prerequisite: Dexterity 10
Benefit: When you move, you can move at half speed, take no penalties for moving at half speed, and move at full speed without taking any penalties. Moderate

IMPULSIVE FLIGHT

Benefit: You can draw one hand weapon, use it to draw a gun

KNIFE TRICK

Prerequisite: Dexterity 10, Weapon Proficiency (knife)
Benefit: You can use a knife as a light or heavy weapon. You can use a knife as a light weapon without penalty. You can use a knife as a heavy weapon without penalty. Moderate

LIGHTNING DRAW

Prerequisite: Dexterity 10
Benefit: You can draw a weapon from a holster or scabbard in one hand. Moderate

METAMORPH

Prerequisite: Charisma 10, Deception 10
Benefit: You can change your appearance to look like any person whose name you know. Moderate



Prerequisite: Charisma 10, Deception 10
Benefit: You can change your appearance to look like any person whose name you know. Moderate

OPPORTUNISTIC RETREAT

Prerequisite: Dexterity 10
Benefit: You can retreat without penalty when you are in a position of disadvantage. Moderate

REBURDENCE

Catching your second wind allows you to seize the advantage in combat.

Prerequisite: Trained in the Endurance skill.

Benefit: When you catch your second wind, you immediately gain a morale bonus to the uses of mind ale.

SIGNATURE DEVICE

You specialize in designing and modifying specific types of technology.

Prerequisite: Tech Specialist (see page 21 of *Ships of the Galaxy*).

Benefit: You designate a single weapon, suit of armor, vehicle, or other item as your signature item. When making Mechanics checks to modify that piece of equipment, you can take 10 on the check. In addition, you can allow the device to gain two traits from the Tech Specialist feat. To install the second trait, you must succeed on a DC 30 Mechanics check. Once installed, the device can use only one trait at a time, and switching from one trait to the other requires a swift action to adjust the item's settings. You can have only one signature device at a time, but you can designate another device as your signature item (the former signature item loses all benefit gained from this feat).

SLIPPERY MANEUVER

You are adept at finding ways out of tough situations.

Prerequisite: Dodge.

Benefit: You can apply the effects of the Dodge feat against attacks made from two opponents. In addition, when you use the withdraw action to move away from a single opponent whom you use the Dodge feat, you can move at your full speed. You still provoke an attack of opportunity if you must move more than 1 square to escape a threatened area.

Normal: The benefit of Dodge applies to one target. Once you reach a threatened area, you can continue to move up to a total of half your speed.

STAGGERING ATTACK

You can deliver nasty attacks that leave your opponents gasping.

Prerequisite: Sneak Attack talent or Rapid Shot or Rapid Strike.

Benefit: Any time you would deal additional damage from a feat that grants one or more extra dice of damage, you can forgo the extra damage to move the target 2 squares per extra die sacrificed. This movement does not provoke attacks of opportunity.

STAY UP

You can soldier on in spite of damage dealt to you.

Prerequisite: Trained in the Endurance skill.

Benefit: Once per encounter, when you would normally take damage from an attack, you can instead choose to take half damage and move 1 step along the condition track.

SUPERIOR TECH

You expand your knowledge of technology and can apply a variety of other traits to equipment you modify.

Prerequisites: Intelligence 2, Tech Specialist (see page 21 of *Ships of the Galaxy*) 9th level.

Benefit: Select one of the following: armor, weapons, droids, vehicles, or devices. You can install advanced traits when modifying the selected type of equipment. These traits replace the traits granted by the Tech Specialist feat. You may still use the Tech Specialist options if you so choose.

You must pay one-fifth the cost of the device, armor, weapon, droid, or vehicle you wish to modify or 2,000 credits, whichever is more before beginning the modification. This fee replaces the normal cost of modification from the Tech Specialist feat. Completing the modification requires 1 day per 1,000 credits of the modification's cost. At the end of this time, make a DC 30 Mechanics check: you cannot take 10 or take 20 on this check. If the check succeeds, the modification is completed successfully and the object gains the desired trait. If the check fails, you lose all credits spent making the modification, and the object does not gain the desired trait. However, you can start over from scratch if you wish.

Only characters with the Tech Specialist feat can assist you, reducing proportionately the time needed to complete the modification. At the end of modification process, they can make a Mechanics check to aid your check.

The market value of a modified item is equal to the base cost of the item plus double the cost of the modifications made to it (not including credits wasted on failed modification attempts).

Special: You may select this feat multiple times. Each time you do so, you must choose a different set of traits (armor, devices, droids, vehicles, or weapons).

ARMOR TRAIT	BENEFIT
Mobile Armor	Increases speed by 1 square (medium and heavy armors only).
Reinforced Armor	Grants damage reduction 2.
Superior Agile Armor	Increases the armor's maximum Dexterity bonus by 2.
Superior Fortifying Armor	Increases the armor's equipment bonus to Fortitude Defense by 2.
Superior Mednet Package	Grants wearer a +5 equipment bonus on Perception checks.
Superior Protective Armor	Increases the armor's armor bonus to Reflex Defense by

TABLE 1-B: SUPERIOR TECH (CONTINUED)

DEVICE TRAIT	BENEFIT
Superior Strength	Increase the device's Strength score by 4.
Superior Durability	Increase the device's damage reduction by 2 and increase its hit points by 150%.
Reinforced Device	The device's break DC increases by 8.
Superior Mastercraft	3d6 checks made using the device gain a +2 equipment bonus, or its existing equipment bonus increases by 2.
DROID TRAIT	BENEFIT
Ion-Resistant Coating	Droid gains DR 5 against ion damage.
Superior Ability	Increase droid's Dexterity, Intelligence, or Strength score by 4.
VEHICLE TRAIT	BENEFIT
Superior Ability	Increase vehicle's Dexterity by 4 or its Strength by 2.
Superior Sensors	Increase the vehicle's Perception modifier by 2.
Superior Shields	Increase the vehicle's shield rating by 10.
Superior Speed	Increase the vehicle's speed by one-third of its base speed (minimum 1 square).
WEAPON TRAIT	BENEFIT
Superior Accuracy	The weapon gains a +2 equipment bonus on attack rolls.
Superior Capacity	The weapon's power pack provides double the number of shots.
Superior Damage	The weapon deals +5 damage on a successful hit. If the weapon has a damage multiplier apply the extra damage before applying the multiplier.
Superior Range	The weapon's ranges all increase by 50%.

TACTICAL ADVANTAGE

You can shift your position to take advantage of opening your opponent offers you.

Prerequisite: Combat Reflexes.

Benefit: When you successfully damage an opponent using an attack of opportunity, you can immediately move 1 square in any direction. This movement does not provoke attacks of opportunity.

WICKED STRIKE

Your melee attacks can catch opponents.

Prerequisite: Rapid Strike.

Benefit: When you damage a target with a single, non-area attack using the Rapid Strike feat, you can immediately make a second attack at a -3 penalty against a second target within your reach. If this attack hits, you deal half of the original attack's damage to that target.

PRESTIGE CLASS TALENTS

The following talents expand the talent trees available to the prestige classes found in the Saga Edition core rulebook.

ACE PILOT TALENTS

Smugglers, pirates, and other scoundrels spend a lot of time aboard starships, and among those who serve as pilots their incredible skills become the stuff of legend. Ace pilots are highly valued in the fringe, since they have the ability to avoid entanglements with the local authorities.

Blockade Runner Talent Tree

One of the most valued skills a pilot on the fringe can have is the ability to blast past the authorities and not get caught. This talent tree covers abilities common to smugglers and blockade runners throughout the galaxy.

Close Cover: If you occupy the same space as a vehicle that is larger than the vehicle you are piloting, your vehicle gains a +6 cover bonus from the larger vehicle.

Prerequisite: Watch This.

Durban: Whenever you use the all-out movement action as the pilot of a vehicle, your vehicle gains a +2 dodge bonus to Reflex Defense.

Punch Through: If you are the pilot of a vehicle, smaller vehicles that attempt to engage you in a dogfight take a -10 penalty on their Pilot check instead of the normal -5.

Small Target: When you are the pilot of a Colossal or smaller vehicle, capital ship weapons that take a -20 penalty on attack rolls against your vehicle (such as turbolasers) do not automatically score a critical hit on your vehicle on a natural 20. The attack is only a critical hit if the total attack roll (20 + the weapon's attack bonus) would normally hit your vehicle. Otherwise the attack deals normal damage.

Watch This: You can move into or through a space occupied by a vehicle of Coaxial (frigate) size or larger without raising a red alert. Additionally, if you pilot a Coaxial or smaller vehicle, you can occupy the same space as a vehicle of Coaxial (frigate) size or larger.

BOUNTY HUNTER TALENTS

Bounty hunters are common in criminal circles because their work takes them into some of the most dangerous places in the galaxy. An experienced bounty hunter develops a variety of talents to bring in their foes quickly and easily. The following talents are intended for use with the bounty hunter prestige class.

New Bounty Hunter Talents

The following new talents belong to the Bounty Hunter talent tree, which is available to members of the bounty hunter prestige class. Any character who can normally choose talents from the Bounty Hunter talent tree can choose from these talents as well.

Dread: As a standard action, you can instill bone-chilling fear in an opponent whom you selected for Hunter's Target. Make a Persuasion check against your opponent's Will Defense. If you equal or exceed your opponent's Will Defense, that opponent takes a -5 penalty to Will Defense. This is a mind-affecting effect. The penalty remains as long as you have line of sight to your opponent and immediately ends if the line of sight is broken.

Prerequisites: Hunter's Mark, Hunter's Target

Nowhere to Run: Once per turn, whenever an opponent whom you selected for Hunter's Target attempts to withdraw, you can make an attack of opportunity against the opponent.

Prerequisites: Hunter's Mark, Hunter's Target, Nowhere to Hide

Tag: Whenever you damage an opponent whom you selected for Hunter's Target, that opponent gains a +2 bonus on their next attack roll against that opponent until the start of your next turn.

Prerequisites: Hunter's Mark, Hunter's Target

Grand Findsmen Talent Tree

The Grand Findsmen are an ancient order of Force-sensitive bounty hunters that interpret the signs and portents they receive as a result of the complex resonances they perform upon the universe. Grand can use these talents, though under some circumstances a Game Master may allow a Force-sensitive member of another species to take these talents as the character's story permits.

Findsmen Ceremonies: Once per day, you can spend 10 minutes performing rituals that enhance your connection with the Force, receiving visions and portents as a result. At that time, you can spend any number of Force Points in the performance of the ritual, up to the total number you have remaining. For the remainder of the day, whenever you make a Perception or Stealth check, make a Use the Force check to use the *Assessing Force* power, or make an attack roll, you can choose to re-roll but must keep the second result, even if it is worse. You may do this a number of times per day equal

to the number of Force Points you spent during the casting of the ritual. At the end of the day, you regain Force Points equal to the number of rerolls you have remaining.

Prerequisite: Force Sensitivity feat

Findsmen's Foresight: The visions you receive sometimes provide clues about dangerous situations. Whenever you make a Perception check to avoid surprise, you may roll two dice and keep the better result.

Prerequisite: Findsmen Ceremonies

Omens: You see omens in both success and failure. Whenever an ally within 10 squares and line of sight to you rolls a natural 1 on a natural 20 on an attack roll, you gain a +2 insight bonus to either your next attack roll made before the end of your next turn, or a +2 insight bonus to Reflex Defense until the end of your next turn (your choice).

Prerequisite: Findsmen Ceremonies

Target Visions: You have visions that tell you what your enemies are likely to do even before they do it. Once per encounter, when an enemy creature moves within 6 squares of you, you may make a minor or ranged attack against that target as a standard action to halt movement.

Prerequisite: Findsmen Ceremonies

Temporal Awareness: Timing is crucial to a Findsmen. Once per encounter, as a reaction to any enemy's attack, you can move up to your speed.

Prerequisite: Findsmen Ceremonies

CRIME LORD TALENTS

Civilized regions recognize the law as the authority, but backwater worlds and those a little more major worlds of the galaxy learn that true power is held by the underworld. In these regions, various criminal organizations have astonishing resources, and are implacable enemies when crossed. The following talents are intended for use with the crime lord prestige class.

New Infamy Talents

The following new talents belong to the Infamy talent tree, which is available to members of the crime lord prestige class. Any character who can normally choose talents from the Infamy talent tree can choose from these talents as well.

Fear Me: Such is the fear you instill in your minions that when in your presence, they would rather die than disappoint you. Once per encounter, as a reaction to one of your minions being moved down the condition track, you can reduce the number of steps the minion moves down the condition track by 1. Additionally, the target regains hit points equal to your heroic level. If the target is reduced to 0 hit points or moved to the bottom of the condition track, you cannot use this talent on that target.

Prerequisites: Abstract Minion, Inspire Fear, Inspire Fear II

Frighten: Once per encounter, you can designate a minion as a free action to spread fear among your enemies. At any point before the end of the encounter, you can activate this ability to force all enemies adjacent to

your minion to move 1 square away from the minion. This movement does not provoke attacks of opportunity. This is a mind-affecting effect.

Prerequisites: Attract Minion, Inspire Fear

Terrify: As a standard action, you can make a Persuasion check against a target that is within your line of sight and that is also affected by your Inspire Fear talent. If you equal or exceed the target's Will Defense, then the target next turn the target must spend at least one move action to move away from you. If the target is somehow prevented from doing so, then the ally from Inspire Fear doubles until the start of your next turn. This is a mind-affecting fear effect.

Prerequisites: Frighten, Inspire Fear, Inspire Fear II

Unsavory Reputation: Any opponent that is reduced to half hit points or fewer while within 6 squares of you takes a +2 penalty on all attack rolls and skill checks for the duration of the encounter. This is a mind-affecting fear effect.

Prerequisites: Inspire Fear I, Inspire Fear II, Inspire Fear III, Notorious

New Mastermind Talents

The following new talents belong to the Mastermind talent tree, which is available to members of the crime lord class. Any character who can normally choose talents from the Mastermind talent tree can choose from these new talents.

Bodyguard I: Whenever you are adjacent to a minion gained with the Attract Minion talent, once per turn as a reaction to being attacked you can redirect the attack against that minion. Compare the attack roll to the minion's defenses and resolve the attack as normal.

Prerequisite: Attract Minion

Bodyguard II: When you redirect an attack to a minion using the Bodyguard I talent, that minion's relevant defense score gains a bonus equal to half your class level.

Prerequisites: Attract Minion, Bodyguard I

Bodyguard III: When you redirect an attack to a minion using the Bodyguard I talent, that minion can make an immediate melee or ranged attack against your attacker. If the attacker is within range. Additionally, the bonus provided by the Bodyguard II talent increases to your full class level.

Prerequisites: Attract Minion, Bodyguard I, Bodyguard II

Impel Ally III: Once per encounter you can spend three swift actions on consecutive turns to grant one ally the ability to take a standard action and a move action. The ally must act immediately on your turn when the final swift action is spent, before you do anything else or the opportunity is wasted.

Prerequisites: Impel Ally, Impel Ally II

Inspire Wrath: As a standard action, you can designate a target to be the object of your allies' wrath. While your allies have line of sight to you or until you are unconscious or dead, your allies gain a +2 morale bonus on attack rolls against the target and a +2 morale bonus on skill checks against that target.

You can designate a new target on any round by using another standard action. You can only use this talent against one opponent at a time.

Prerequisites: Impel Ally, Impel Ally II

Shelter: Whenever you are adjacent to a minion, you gain a +2 cover bonus to your Reflex Defense.

Prerequisite: Attract Minion

Tactical Superiority: Spend two swift actions to select two allies. Each ally can move 2 squares as a reaction. This movement does not provoke attacks of opportunity.

Tactical Withdraw: Spend two swift actions to grant all allies that are in your line of sight and within 5 squares of you the ability to use the withdraw action as a swift action until the start of your next turn.

Urgency: Once per encounter, you can spend three swift actions on consecutive turns to increase the speed of all allies within line of sight of you by 2. The increased speed lasts until the start of your next turn after the third swift action is spent.

Prerequisites: Impel Ally, Impel Ally II

Wealth of Allies: Whenever one of your minions is killed, he or she is replaced by another minion of the same level. This replacement occurs 24 hours later.

Prerequisite: Attract Minion

Gunslinger Talents

In parts of the galaxy where a blaster pistol can be the difference between life and death, the gunslinger makes it clear that he or she is not to be trifled with.

New Gunslinger Talent

The following talent is for use with the Gunslinger talent tree, which is available to members of the gunslinger prestige class. Any character that can normally choose talents from the Gunslinger talent tree can choose this talent as well.

Ranged Flank: If you are within 6 squares of a target and are armed with a pistol or a rifle, you can act as though you occupied the nearest square adjacent to the target for the purposes of determining whether or not you or any allies are flanking that target. You may only be considered to be flanking a single target at range at a time. You must spend a swift action on your turn to designate the target you flank at range.

Pistoleer Talent Tree

You are a master of wielding two pistols at the same time, and can use both pistols simultaneously in unusual ways.

Dash and Brawl: Once per encounter as a full-round action, when you are wielding two pistols, you may move up to twice your speed and make a ranged attack with each pistol. The normal penalties for attacking with two weapons apply to these attacks.

Prerequisites: Dual Weapon Mastery II, Running Attack



本報記者張金成

Aufgabe 10: Einmalige Investition von 1000 € in ein Projekt, das zu einem Cashflow von 1200 € in 1 Jahr führt. Die Kalkulation der Investition ist:

REQUIREMENTS

To qualify to become an assassin, a character must fulfill the following

- **Skills**
 - Minimum Level: 7th
 - Trained Skill: Stealth
- **Feat**: Sniper
- **Talent**: Dastardly Strike

GAME RULE INFORMATION

Assassins have the following game statistics:

Hit Points

At each level, assassins gain 1d10 hit points + their Constitution modifier.

Force Points

Assassins gain a number of Force Points equal to 6 + one-half their character level, rounded down, every time they gain a new level in this class.

TABLE 1-6:
THE ASSASSIN

BASE ATTACK		
LEVEL	BONUS	CLASS FEATURES
1st	+1	Defense bonuses, talent
2nd	+2	Mark +1
3rd	+3	Talent
4th	+4	Mark +2
5th	+5	Talent
6th	+6	Mark +3
7th	+7	Talent
8th	+8	Mark +4
9th	+9	Talent
10th	+10	Mark +5

CLASS FEATURES

The following are features of the assassin prestige class.

Defense Bonus

At 1st level, you gain a +1 class bonus to your Reflex Defense and a +2 class bonus to your Fortitude Defense.

Talents

At every odd-numbered level (1st, 3rd, 5th, and so on), you select a talent. The talent can be selected from the Assassin talent tree (presented below), the Genoharadan talent tree (presented below), the Misfortune talent tree (see page 46 of the Saga Edition core rulebook), or the Master Poisoner

talent tree (see page 13 of *Threads of the Galaxy*). The assassin must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

ASSASSIN TALENT TREE

You do not fight fair. If you are ever caught in a straightforward fight, the odds are you are not going to make it, so your best move is to set up your attacks and use every trick at your disposal.

Advantageous Positioning Any opponent that you are flanking is considered flat-footed and is denied its Dexterity bonus to Reflex Defense and its you.

Prerequisite: Shift

Get Some Distance Once per encounter as a standard action you can make a melee attack against a target and then move your speed away from that target. This movement does not provoke an attack of opportunity.

Prerequisites: Advantageous Positioning, Shift

Murderous Arts I When your successful attack causes an opponent to move +1 step along the condition track, that opponent immediately takes an additional +1d6 damage.

Murderous Arts II Whenever you successfully hit an opponent that you have marked (see "Mark" below) your melee and ranged attacks deal an additional +1d6 damage.

Prerequisite: Murderous Arts

Ruthless Once per encounter when you drop a foe to 0 hit points or push an opponent to the bottom of the condition track, you can immediately take a bonus standard action.

Shift As a move action, you can move 1 square without provoking an attack of opportunity.

Sniping Assassin When you make a ranged attack against a target that is not at point blank range, you add half your class level to your damage roll.

Sniping Marksman Once per encounter, when you make a ranged attack against a target that is not at point blank range, you can ignore your target's armor bonus to Reflex Defense.

Prerequisite: Sniping Assassin

Sniping Master By taking only a single swift action, you can aim at a target that is not within point blank range.

Prerequisites: Sniping Assassin, Sniping Marksman

GENOHARADAN TALENT TREE

Members of the Genoharadan are skilled not only in performing assassinations but also in manipulating others. An ancient organization dating back to the early days of the Republic, the Genoharadan are a clandestine group of assassins who pick their targets for political reasons, though their true motives are rarely evident to those outside the organization.

Deadly Repercussions When you reduce a target to 0 hit points or move the target to the bottom of the condition track, all your opponents within

Individuals become charlatans not out of greed or want, but because their talents are well suited to espionage, spies, infiltrators, and other intelligence agents. An also double as charlatans to mislead their true intentions while trying to learn information, acquire a precious object, or sabotage an enemy.

EXAMPLES OF CHARLATANS IN STAR WARS

Aghs Abed-Beg, Danni Faylanni, Lando Calrissian, Orloc

REQUIREMENTS

To qualify to become a charlatan, a character must fulfill the following criteria:

Minimum Level: 1st.

Trained Skills: Deception, Persuasion

Talents: At least one talent from the Disgrace talent tree (page 14) or the Influence or Unwage talent trees (see pages 43 and 44 of the Saga Edition core rulebook).

GAME RULE INFORMATION

Charlatans have the following game statistics.

Mit Points

At each level, charlatans gain 10 hit points + their Constitution modifier.

Force Points

Charlatans gain a number of Force Points equal to 6 + one-half their character level, rounded down. Every time they gain a new level in this class.

ITEMS		
LEVEL	BASE ATTACK BONUS	CLASS FEATURES
1st	+0	Defense bonuses, talent
2nd	+1	Swindle
3rd	+2	Talent
4th	+3	Swindle
5th	+3	Talent
6th	+4	Swindle +1
7th	+5	Talent
8th	+5	Swindle +2
9th	+6	Talent
10th	+7	Swindle +3

CLASS FEATURES

The following are features of the charlatan prestige class.

Defense Bonuses

At 1st level, you gain a +4 class bonus to your Will Defense and a +2 class bonus to your Reflex Defense.

Talents

At every odd-numbered level (1st, 3rd, 5th, and so on), you select a talent. The talent can be selected from the Trickery talent tree (presented below), the Disgrace talent tree (see page 14), or the Fortune talent tree (see page 46 of the Saga Edition core rulebook). The charlatan must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

TRICKERY TALENT TREE

Charlatans are masters of misdirection, confusion, and trickery. They owe their success to double-crosses to their uncanny knack for cultivating the existing beliefs of their marks and twisting them in subtle ways to their own benefit.

Cunning Distraction: When you successfully feint an opponent in combat, you can immediately move up to one-half your speed.

Damaging Deception: You know how to distract a target, exposing weak spots that your allies can exploit. As a standard action, you can make a Deception check against the Will Defense of any target within your line of sight that can see, hear, and understand you. If successful, the next attack made by one of your allies against that target deals 2 additional dice of damage.

Prerequisite: Cunning Distraction.

Distracting Shout: Once per encounter, as a reaction to one of your allies being attacked, you can make a Deception check, replacing the defense scores of that ally with the result of your Deception check for the resolution of that attack. If any defense scores are higher than the Deception check result, your ally can use that defense score instead. If the attack still hits, this does not count as the one use per encounter of this talent.

Prerequisite: Cunning Distraction.

Improved Soft Cover: While you occupy a square adjacent to another creature, you can use a swift action to gain a +2 cover bonus to your Reflex Defense until the start of your next turn or until you are no longer adjacent to another creature, whichever comes first.

Prerequisite: Innocuous.

Innocuous: As a swift action, you can make a Deception check against a single enemy within 6 squares of you and in line of sight. If the check equals or exceeds the target's Will Defense, the target takes a -5 penalty on all attacks made against you until the start of your next turn.

STAR WARS SAGA EDITION PRESTIGE CLASS CHARLATAN

Agave attenuata (Century Plant) Self-Care: non-flowering

When you are in time to observe a center & you do not gain useful
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 can rent all Derpington checks made against his store taking the better
 result

You can take advantage of statistical scores using the information you learned to decide if a firm is better than you are in the industry. For example, if a firm's return on capital is greater than the industry return on capital, the firm is better than the industry. If a firm's return on capital is less than the industry return on capital, the firm is worse than the industry. If a firm's return on capital is equal to the industry return on capital, the firm is average. This is the same logic that you use to decide if a firm is better than you are in the industry. If a firm's return on capital is greater than the industry return on capital, the firm is better than the industry. If a firm's return on capital is less than the industry return on capital, the firm is worse than the industry. If a firm's return on capital is equal to the industry return on capital, the firm is average.

MASTER PRIVATEER

Although curls come in a menagerie of styles, not all styles are new. In fact, many old-school styles have come back to life. For example, the pompadour, a hairstyle that was popular in the 1940s and 1950s, has seen a resurgence in popularity in recent years. The pompadour is a hairstyle that is characterized by its high, rounded shape, which is achieved by using a combination of backcombing and hair cream. This style is often associated with the iconic look of Elvis Presley, who popularized it in the 1950s. Today, the pompadour is still a popular choice for men who want a classic, masculine look. Other old-school styles that have made a comeback include the side part, the crew cut, and the flat-top. These styles are all characterized by their simplicity and ease of maintenance, which makes them popular choices for men who want a low-maintenance hairstyle. In addition to these old-school styles, there are also many new styles that have emerged in recent years. These styles range from short, textured cuts to long, wavy styles. The key to finding the right style for you is to consult with a professional hairstylist who can help you determine what works best for your face shape, hair type, and lifestyle. Once you have chosen a style, it is important to maintain it properly by using the right products and techniques. This will ensure that your curls stay in place and look their best. In conclusion, curls come in a wide variety of styles, and there is a style for everyone. Whether you prefer a classic, old-school style or a modern, new style, there is a curl style that is right for you.

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Editorial Board

EXAMPLES OF MASTER PRIVATEERS IN STAR WARS

Amaza Footrain, Bar-Kooda, Cade Skywalker, Crimson Jack, Dharus, Drea Benchat, Krakolen, Nym, Zorrip.

REQUIREMENTS

To qualify to become a master privateer, a character must fulfill the following criteria:

Minimum Level: 1st

Trained Skills: Deception and Pilot

Feats: Vehicular Combat

Talents: Any two talents from the Misfortune talent tree (see page 46 of the Saga Edition core rulebook)

GAME RULE INFORMATION

Master privateers have the following game statistics.

Hit Points

At each level, master privateers gain 1d10 hit points + their Constitution modifier.

Force Points

Master privateers gain a number of Force Points equal to 6 + one-half their character level, rounded down, every time they gain a new level in class.

TABLE 15:
THE MASTER PRIVATEER

BASE ATTACK		
LEVEL	BONUS	CLASS FEATURES
1st	+1	Defense bonuses, talent
2nd	+2	Veteran privateer (1/encounter)
3rd	+3	Talent
4th	+4	Veteran privateer (2/encounter)
5th	+5	Talent
6th	+6	Veteran privateer (3/encounter)
7th	+7	Talent
8th	+8	Veteran privateer (4/encounter)
9th	+9	Talent
10th	+10	Veteran privateer (5/encounter)

CLASS FEATURES

The following are features of the master privateer prestige class.

Defense Bonuses

At 1st level, you gain a +2 class bonus to your Reflex Defense and a +4 class bonus to your Will Defense.

Talents

At every odd-numbered level (1st, 3rd, 5th, and so on), you select a talent. The talent can be selected from the Piracy talent tree (presented below), the Infamy talent tree (see page 270 of the Saga Edition core rulebook), or the Spacer talent tree (see page 47 of the Saga Edition core rulebook). The master privateer must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

PIRACY TALENT TREE

You use devious tactics to capture ships and victims intact.

Bloodthirsty You can perform a coup de grace as a move action. Whenever you successfully perform a coup de grace action and kill the target, all allies within your line of sight gain a +2 morale bonus on attack rolls for the duration of the encounter.

Fight to the Death: Once per encounter, as a swift action, you can fill your companions with renewed vigor. All allies within 6 squares of you heal damage equal to your heroic level.

Prerequisite: Bloodthirsty

Keep Them Reeling As a standard action, you can make a single melee attack against a target within reach. If the attack hits, you deal no damage, but your target must move or withdraw away from you on its next turn.

Raiders' Frenzy Once per round, when one of your allies within 6 squares successfully damages a target, you grant all your allies within your line of sight a bonus to damage rolls against that target equal to one-half your class level until the end of your next turn.

Raiders' Surge Once per encounter, as a standard action, you can make a Deception or Persuasion check (your choice) against each enemy within your line of sight. If the check result equals or exceeds the enemy's Will Defense, that enemy must withdraw on its next action or take a -1 penalty on its attack rolls until the end of the encounter. This is a mind-affecting effect.

Savage Reputation: You have cultivated a savage reputation, and when you are recognized, you instill fear in your enemies. All opponents within 6 squares of you take a -1 penalty on all attacks. This is a mind-affecting fear effect.

Prerequisite: Bloodthirsty

Take Them Alive: Whenever you or any of your allies within 6 squares of you reduces a target to 0 hit points, you can choose to treat that opponent as though they had been reduced to 0 by stun damage (and, thus, remain stable).

Veteran Privateer

Your experience at a pirate has taught you a variety of tricks to gain the upper hand in battle. When you make an attack roll, you can gain a +2 competence bonus to that attack roll. You can do this a number of times per encounter equal to one-half your class level (rounded down).

OUTLAW

Where there is law, there are those who would break it, circumvent it, and fly in its face. Outlaws are rogue individuals who rightly or wrongly have crossed the line and now pay the price for their indiscretion. Naturally, outlaws cover a lot of territory, from freedom fighters waging a private war against tyranny to bloodthirsty outthroats and murderers wanted in twelve systems.

Outlaws can include a whole host of characters, but the most notorious outlaws are those who make being outside the law their primary profession. Their exploits are the stuff of legend, bucking authority and causing as much trouble that arrest warrants have been issued.

Outlaws sometimes earn respect from common citizens of the galaxy. Regardless of the crimes they commit to earn their outlaw status, their ability to evade capture resonates with those who have suffered from oppression. In some systems, outlaws can even get supplies, shelter, and support from common folk, and if they help these people, they might be seen as true heroes.

EXAMPLES OF OUTLAWS IN STAR WARS

Comelius Evazan, Fenn Shysa, Jorik, Ponda Baba, Scurry

REQUIREMENTS

To qualify to become an outlaw, a character must fulfill the following criteria:

Minimum Level: 7th

Trained Skills: Stealth and Survival

Talent: Any one talent from the Disgrace talent tree (page 14) or the Misfortune talent tree (see page 46 of the Saga Edition core rulebook)

Special: You must be wanted by the authorities in at least one star system.

GAME RULE INFORMATION

Outlaws have the following game statistics:

Hit Points

At each level, outlaws gain 1d8 hit points + their Constitution modifier.

Force Points

Outlaws gain a number of Force Points equal to 6 + one-half their character level, rounded down, every time they gain a new level in this class.

BASE ATTACK		
LEVEL	BONUS	CLASS FEATURES
1st	+0	Defense bonuses, talent
2nd	+1	Fugitive +1
3rd	+2	Talent
4th	+3	Fugitive +2
5th	+3	Talent
6th	+4	Fugitive +3
7th	+5	Talent
8th	+6	Fugitive +4
9th	+6	Talent
10th	+7	Fugitive +5

CLASS FEATURES

The following are features of the outlaw prestige class.

Defense Bonuses

At 1st level, you gain a +2 class bonus to your Fortitude Defense and a +4 class bonus to your Reflex Defense.

Talents

At every odd-numbered level (1st, 3rd, 5th, and so on), you select a talent. The talent can be selected from the Outlaw talent tree (presented below), the Slicer talent tree (see page 47 of the Saga Edition core rulebook), the Fringer talent tree (see page 48 of the Saga Edition core rulebook), or the Survivor talent tree (see page 50 of the Saga Edition core rulebook). The outlaw must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

OUTLAW TALENT TREE

As an outlaw, you live under a shadow, and everywhere you go, any time you reveal yourself, you risk being noticed and captured. As a result, you develop a number of abilities that help you escape pursuers, even when hopelessly outnumbered.

Confounding Attack: Once per encounter, whenever you would use Uncanny Instincts, you can forgo the movement to make an immediate melee or ranged attack against the opponent that hit you. If your attack is a melee attack that hits and deals damage, you and your opponent immediately switch places. If both you and your opponent can end in a legal space.

Prerequisites: Tangle Up, Uncanny Instincts

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CHAPTER II OUTLAW TECH





Whether you need to find someone, keep yourself hidden, learn of power, or to be armed with a weapon in a fight, you can make the difference with equipment not found in the bright streets of the Core World. Even if you prefer to keep yourself on the right side of the law, you might want to enhance that simple furry blaster with a few legal, if expensive, additions. This chapter is about making sure you have the right tools for your job, and if you have to finance a few extras to get there.

EQUIPMENT UPGRADES

No self-respecting hoary hunter can afford the risk associated, and after a few years in the field neither do most newcomers. Armed with extensive experience, from struggles to constant signals to adversaries, heroes may not live or die by how well their gear works. Often, it's not that you need to brand new piece of gear; you just need the equipment you have to work together. That's where equipment upgrades come in: They provide ways for you to get the most out of every kilogram you carry. Even if you don't strictly need to upgrade your equipment, having a unique collection of tools and gadgets helps to build a reputation in a galaxy where it's hard to get your name out there.

UPGRADE SLOTS

You can make a finite number of modifications to a piece of equipment. There isn't room to add every blaster, reinforcement, and modification in the galaxy right next to any piece of equipment. To represent this limitation, every item has a number of upgrade slots. Most upgrades take up a single slot, though a few particularly extensive modifications might take two or even three (and a few don't require any upgrade slots, representing relatively minor modifications). If you don't have enough slots for a given modification, you can't add it to that piece of equipment. You can't add modifications beyond an item's available upgrade slots, but you can gain more upgrade slots (see below).

Every single piece of equipment has a single master upgrade slot. Most characters have two free slots, and heavy armors have three. A few other equipment types also include master upgrade slots as standard issues, though this is rare and specifically noted.

GAINING UPGRADE SLOTS

You can gain more upgrade slots for a piece of equipment by doing any number of things. You can rely on the existing online feature, as Gamemaster, when a player can increase its size. Unless a method of adding more upgrade slots specifies it can be repeated, that means that once is the most points of gain.

OUTLAW TROOP

STRIPPING EQUIPMENT

Stripping must reduce the capacity or utility of the equipment in a significant way; if it looks like stripping a piece of equipment won't downgrade a game mechanical aspect of its function, you also don't gain an upgrade slot. Each element that is stripped adds one upgrade slot to that piece of equipment. Upgrade slots can never be used to install enhancements to an area that has been stripped. If you strip the damage dice of a weapon, you can't use any of its upgrade slots to gain a modification that improves its damage.

Stripping a piece of equipment to add one upgrade slot takes eight hours of work, requires a DC 20 Mechanics check, and has a cost equal to 50% of the base cost of the item being stripped. On a failed check the stripping goes badly. The item ceases to work until fixed and it doesn't gain the additional upgrade slot. It takes an additional hour of work and the same cost before another DC 20 check can be made to fix the problem. Once a successful check is made, the equipment returns to functioning, and the upgrade slot is gained.

Stripping Weapons

You can strip a weapon in one of five ways.

Damage. Reduce the damage dice dealt by one step. The number of dice does not change, just their size. Change d12s to d10s, d10s to d8s, d8s to d6s, d6s to d4s, d4s to d3s, and d3s to d2s. For example, a blaster cannon stripped of damage deals only 3d10 damage rather than 3d12 damage.

Range. Reduce a ranged weapon's range by one step. Change heavy weapon to rifle, rifle to pistol, pistol to single weapon to thrown weapon, thrown weapon to mirror weapon, and single R+S Ranged Weapons, page 129 of the Sage Edition core rulebook. Melee weapons can't have their range stripped.

Design. The standard design of a weapon can be stripped, making it an exotic weapon. (Weapons already in the exotic weapon category can't use this option.) By moving things around extensively, more room for modifications is created at the cost of making the weapon difficult to learn to use properly. For example, some gunfighters modify their blaster pistols so extensively that no one else can use them comfortably.

Shut Setting. A weapon with a shut setting can have that function stripped to gain one upgrade slot.

Autofire. Weapons with both a single-shot and autofire setting can be stripped to just having a single-shot firing mode.

Stripping Armor

Armor normally has one to three upgrade slots available as stock gear. It can add more by becoming thicker and bulkier (see Increasing Equipment Size below) or by either of the two methods described below.

Defensive Material. Armor can also have sections of defensive material stripped, lowering its armor bonus to Refine Defense and equipment bonus to Fortitude Defense by 1 point (to a minimum of 0).

Joint Protection. Armor normally uses more fragile, more expensive material to cover its joints, frequently with extensive bracing to transfer the impact of an attack to stronger sections of the armor. Armor can be rebuilt to use standard, heavy materials everywhere and remove the bracing to make room for another upgrade slot. This doubles the weight and decreases the maximum Dexterity bonus by 1 (which can even reach negative numbers).

EQUIPMENT SIZE

The size of a piece of equipment is determined slightly differently for equipment, weapons, and armor.

Equipment: Unless otherwise noted, the size of a piece of equipment is determined by its listed weight (see Table 2-1, Equipment Size). If no size or weight is listed, treat it as Diminutive about the same as a blaster pistol or medpac for purposes of the upgrade rules.

Weapons. Weapon size represents how bulky it is compared to other weapons, so their listed sizes represent how big a character must be to use them in one hand. Weapons are the size of a creature two categories smaller (see Table 2-1, Equipment Size). Thus a blaster pistol, a small weapon, is about the same size as a Diminutive creature.

Armor. Armor is the same size as the creature it is designed to protect. For example, armor built for an Ewok is Small, but stormtrooper armor—always built for a Human—is Medium.

WEAPON SIZE	OBJECT SIZE	EQUIPMENT WEIGHT
Tiny or smaller	Fine	less than 1 kg
Small	Diminutive	1–5 kg
Medium	Tiny	20–45 kg
Large	Small	50–95 kg
Huge	Medium	500–999 kg
	Large	500–999 kg
	Huge	5,000–99,999 kg
+	Gargantuan	50,000–499,999 kg
+	Colossal	500,000 kg or more

INCREASING EQUIPMENT SIZE

Any piece of equipment can gain an upgrade point by increasing its size by one step and doubling its cost. This has no effect on the equipment's effectiveness. (For example, an enlarged blaster pistol has the same range and damage despite now being a Medium-sized weapon. This represents both physically making more room within the equipment for an upgrade, and using various design components to prevent the size increase from modification from damaging the equipment. If armor undergoes this process, it doesn't change size but instead becomes one step heavier (light armor becomes medium, medium armor becomes heavy). Heavy armor can't benefit from this option.

No gear can gain more than one upgrade slot by increasing its size.

INSTALLING UPGRADES

Installing an upgrade can take anywhere from a few minutes of work to weeks of frustrating machining and retooling in an overheated workshop. The amount of time and Mechanics check DC required depends on the number of upgrade points required and the quality of the upgrade (commercially bought or scratch-built).

A scratch-built upgrade costs twice as much as a commercially bought upgrade. After the time listed above, make a Mechanics check against the appropriate DC. On a success, the upgrade is installed and functioning properly. On a failure, the upgrade doesn't work properly; you may attempt the Mechanics check again, but each retry requires the same amount of time and costs half as much as the original attempt.



Removing an upgrade requires the same amount of time, but reduce the Mechanics DC by 5. On a failure, the upgrade has been deactivated but not removed; you may attempt the Mechanics check again (which requires the same amount of time). If you don't care about removing the upgrade intact, reduce the time required to the next lowest increment (for example, from 1 day to 1 hour or 1 hour to 10 minutes), but the upgrade is automatically destroyed on a failed check. Once the upgrade is successfully removed (or destroyed), the upgrade slot that was occupied becomes available again.

**TABLE 2-2:
UPGRADE INSTALLATION**

UPGRADE POINTS	COMMERCIALLY BOUGHT	SCRATCH-BUILT
0	DC 10, 10 minutes	DC +5, 1 hour
1	DC 20, 1 hour	DC 25, 1 day (8 hours)
2 or more	DC 30, 8 hr (8 hours)	DC 35, 1 week (5 days)

Restricted upgrades

Some modifications require licenses to perform or acquire, or are restricted to qualifying organizations or individuals. Equipment that already has a legal restriction uses the most restrictive of its own limitations or those of its upgrades. A GM might decide multiple restricted upgrades result in an item that is military or illegal even if the individual components have a lower restriction or level.

The four restriction ratings are as follows:

Licensed. The owner must obtain a license to own or operate the object legally. Generally, the license is not expensive, and obtaining it has few if any additional legal requirements.

Restricted. Only specifically qualified individuals or organizations are technically allowed to own the object. However, the real barriers to ownership are time and money; anyone with sufficient patience and cash can eventually acquire the necessary license.

Military. The object is sold primarily to legitimate police and military organizations. A military rating is essentially the same as restricted (see above), except that manufacturers and dealers are generally under tight government scrutiny and are therefore especially wary of selling to private individuals.

Illegal. The object is illegal in all but specific, highly regulated circumstances.

For more information on restricted items (and acquiring the licenses needed to carry them), see "Getting a license" on page 110 of the Sage Edition core rulebook.

**TABLE 2-3:
UNIVERSAL UPGRADES**

MODIFICATION	UPGRADE POINTS	AVAILABILITY	COST
Cheater	1	Illegal	500
Cloak*	1	Unusual	750
Droidification	2	Licensed	2,000
Dual Gear	1	Common	200
Electrograpple handle	1	Licensed	1,000
Environmental sealing	1	Common	400
Extra power source		Common	290
Memory upgrade		Common	4,000
Memory upgrade, advanced	2	Common	18,000
Mimicry		Common	500
Recognition system	1	Common	200
Reliable computer	1	Common	X
Secret compartment	1	Common	600
Silverpale	1	Common	2,500
Spring loaded	1	Common	300
Storage capacity	1	Common	100

UNIVERSAL UPGRADES

Universal upgrades can be used on a wide range of gear. Most universal upgrades can be applied to any type of equipment, though some have limitations or special rules when applied to armor or weapons.

Cheater

A cheater is a hand-held device designed to allow you to cheat at the popular gambling game of sabacc. Because they are illegal (and likely to get you killed to boot), cheaters are usually disguised and added to another piece of equipment.

While you use a cheater, you gain a +2 equipment bonus on the Wisdom check made to determine the outcome of gambling games (see the "Gambling" sidebar on page 47 of the Saga Edition core rulebook). You have to make a Stealth check opposed by any observers' Perception checks to conceal the use of a cheater, but you gain a bonus on your check determined by the object's size. (Generally, cheaters are placed in fine-sized devices such as credit chips or coinlinks, granting a +10 size bonus on Stealth checks to conceal their use. However, if anyone ever beats your Wisdom check in a sabacc game by 8 or more, that person realizes you must be cheating some-

how [though they won't know exactly how, often leading to a demand for a search of your possessions].

A cheater implanted into a rigged sabacc card is called a skifter.

Cloaked

Cloaked equipment has its energy signatures baffled, any noises it makes muffled, and its appearance camouflaged and stenderized, and it comes with a case that allows it to be placed in an inconspicuous location. When not in use, such equipment imposes a -5 penalty on any Perception or Use Computer check made to detect it. When in use, it imposes only a -2 penalty on such checks. Weapons are obvious when in use, even if cloaked. Cloaked armor does not help with Stealth checks made to sneak, but it applies when you make a Deception check to produce a deceptive appearance (such as making the armor appear as ordinary clothing).

Droidification

Droidification is an extensive process that turns a common piece of equipment into a fully functioning droid. The equipment can either act as a droid with access to the equipment it was built from, or conceal itself as a normal piece of equipment. While concealing itself as normal equipment, the droid can't take any actions and a DC 25 Perception check is required to realize the equipment is unusual.

The droidified equipment uses the statistics of an ASP (armor droid) with the following modifications: determined by the equipment's size: 3 strength +1 Dexterity, and 2 squares of speed per size smaller than Medium, but no score can be reduced to less than 1. (This is actual size, not weapon size; see "Equipment Sizes" on page 38.) Apply all modifiers to the statistics for the object's type as normal. The droid is automatically considered to have (and be proficient with) the equipment it is built out of, and although it does not automatically gain any skills needed to use itself as equipment, owners commonly program the droid's unspent feat on an appropriate Skill Training feat.

Only devices can receive this upgrade. Weapons, armor, and vehicles cannot be droidified.

Example: Deel Swind owns a datagad he'd like to be able to call (like a pet). Since a datagad has only one upgrade slot, he increases its size to Diminutive (due to its weight). It is a Fine item, see Table 2-1 ("Equipment Size"). He then pays to have it droidified. This makes it the equivalent of an ASP (armor droid) with Strength 8, Dexterity 15, and speed 4 square. Since it is a walking datagad, Deel programs it to use its unassigned feat for Sabacc Training (it Use Computer -> Xing it Use Computer -> enough to download data from an unprotected system).

If any additional droid equipment or systems are added to the droidified equipment, it becomes obvious that the device is a droid rather than the original item.

Dual Gear

One piece of gear can be built into another as an upgrade, but it can't be able to put a larger piece of gear into a smaller piece. You can cram a blaster cannon into a lightsaber. Dual gear can act as either piece of component gear without penalty. For example, a glow rod that has been upgraded to include a hold-out blaster can illuminate or shoot, as the user desires. Normally, such equipment can't act as both pieces of equipment at once. You must pay the full price for the piece of equipment being added to the primary object as dual gear.

Electrograpple Handle

An electrograpple handle is a magnified section of equipment designed to be used as a handle for a grapple. The cost of which is included in the upgrade cost. A piece of equipment with an electrograpple handle can be retrieved by a character using the attached grapple gauntlet as a grapple. It can hold a range of 6 squares. If the equipment is held or dropped down, the grapple gauntlet allows a Strength check with a +5 bonus to rip it free. This is used as an opposed Strength check to remove it from someone holding it, or against the Break DC of the straps restraining it.

This is most often used on a weapon. This allows a character to throw down a weapon to "prove" he is disarmed, only to retrieve it at range when able to.

Environmental Sealing

Environmental sealing places gaskets, protective coatings, nonreactive materials, and airtight seals throughout a piece of equipment to ensure that it does not fail because of environmental conditions. The equipment works normally in a vacuum, underwater after being packed in dirt or sand, or in a snowstorm. It does not take damage from corrosive or toxic atmospheres, extreme temperatures, normal fires (as opposed to fire-based weapons, which deal damage normally), or radiation (for more information on hazards, see Chapter 18 of the Saga Edition core rulebook).

Extra Power Source

Any equipment that runs on energy cells or power packs can be modified to have two such power sources, doubling the duration the device will function (or the number of shots a weapon can make before being recharged). It's possible to make this modification more than once, adding an additional energy cell or power pack each time. The energy cells or power packs are typical for the device upgraded, and each is replaced at the normal cost.

Memory Upgrade

Any device that has an intelligence score (such as a computer) can have its memory upgraded, improving its performance and storage capacity. The basic memory upgrade increases the device's intelligence by +2 and doubles the device's storage capacity. Unless otherwise specified, an unmodified

computer holds a number of memory units equal to 5 x the square of the computer's intelligence bonus. (A single memory unit holds the same amount of data as a recording rod, and 10 memory units are enough to hold coordinates for a single hyperspace jump.)

An advanced memory upgrade is also available, which increases intelligence by +4 and multiplies the device's storage capacity by 4. This replaces the benefit of the standard memory upgrade.

Memory upgrades cannot be installed on droids, including droidified equipment.

Miniaturized

Equipment with the miniaturized upgrade weighs half as much, and is one size smaller (see "Equipment Sizes" on page 28). A melee weapon that is miniaturized has its damage dice reduced by one step (d6s become d4s, d8s become d6s, and so on) because it lacks the mass and striking surface area to deal more damage.

Recognition System

Equipment with a recognition system can identify its owner and won't function for anyone else. Fooling a recognition system takes 1 minute and a DC 30 Use Computer check. The owner of gear with this upgrade can deactivate it as a free action (before passing a weapon to an unarmed ally, for example); optionally, the recognition system can have a code phrase that allows anyone to deactivate it.

Remote Activation

This upgrade allows a piece of equipment to be activated with a signal from a comlink or similar communications device. Although typically associated with explosives or security systems, remote activation can be used to set a droid to activate a fusion antenna to flare to life a computer to start running a program, or a holoprojector to begin a recorded projection. Activating a remote is a swift action, which includes entering the special command code allowing a single comlink to activate multiple pieces of remote gear, one swift action per item activated).

The range of remote activation is determined by the comlink or other communication device used. Any comlink can be used to activate the gear, sending a signal with a specific code along a specific frequency. A character aware of a piece of remotely activated gear can find the necessary frequency and activation code with a DC 30 Use Computer check.

Secret Compartment

Like storage capacity (see below), this upgrade allows gear to carry smaller gear within it. However, the gear carried in a secret compartment is concealed. It takes a DC 30 Perception check to notice the compartment when it is used, and a DC 25 Perception check to find it with a close, hands-on examination. Equipment with a secret compartment upgrade can hold a

single item one size smaller than the equipment itself. (This is actual size, not weapon size; see "Equipment Sizes" on page 38.) Thus, a blaster pistol (small weapon, diminutive object) with a secret compartment can hold a fine-sized object (such as a comlink or frag grenade).

Silverplate

Silverplate is a special chromeing process that adds a layer of tough composite material (often duralumin alloy) across the surface of any piece of gear. In addition to looking stylish, this gives the gear +2 DR (maximum 20). Armor with silverplate does not grant its DR to its wearer, but does gain it against attacks directed specifically at the armor. If you have the Quick Draw feat, you may draw the item as a free action once per turn.

Spring Loaded

Any equipment that can be held and used in one hand can be spring-loaded. Readyng a spring-loaded piece of equipment is a swift action. It is most common for pistols to be spring loaded, but anything from grenades to datapads can use this upgrade.

Storage Capacity

This upgrade allows gear to carry smaller gear within or on it, in an obvious compartment. Equipment with the storage capacity upgrade can hold multiple items at least one size smaller than the equipment itself, as long as their total weight is less than the equipment with storage capacity. Thus, a blaster rifle (Medium weapon, tiny object, 4.5 kg, with storage capacity) might hold eight frag grenades (fine object, 0.5 kg) and four power packs (fine object, 0.1 kg) securely in external straps and pouches.

WEAPON UPGRADES

The following upgrades are designed specifically for weapons. Some apply to any weapon, while others apply only to specific weapons (detailed in the upgrade description). A few, such as neutronium reinforcement, can be applied to nonweapon equipment, but they rarely provide enough of a bonus to be worthwhile.

Bayonet Ring

A bayonet ring is a simple upgrade added to a melee weapon of small or lesser size. Once upgraded, the weapon can be mounted on a specific type of ranged weapon. The type of ranged weapon must be chosen at the time you install the upgrade: the weapon must be of at least medium size and it cannot require a tripod or other mount for any normal operation (such as a heavy repeating blaster). The most common combination is placing a vibrodagger on a blaster rifle, but other combinations are possible as well (such as a stun baton mounted onto a grenade launcher, a combination preferred for riot control).

TABLE 2-4: WEAPON UPGRADES

MODIFICATION	UPGRADE POINTS	AVAILABILITY	COST
Bayonet ring	0	Common	100% of weapon cost
Bipod	0	Common	100
Double trigger	0	Common	800
Ion barrel	1	Military	1,000
Missile load	1	Military	250
Neutronium reinforcement	1	Military	1,000
Overload switch	1	Military	500
Power booster	1	Military	2,500
Rangefinder	1	Licensed	200
Rapid recovery	1	Military	500
Retractable stock	0 or 1	Common	100
Sinker	1	Uncommon	800
Sniper switch	0	Licensed	500
Triple int. ammo standard	0	Common	100
Targeting scope, low-light	0	Common	1,000

While the upgraded melee weapon is mounted on its ranged weapon, the combined weapon becomes large size, and it must be wielded in two hands. In addition, the melee weapon's damage dice increase by one step (2 to 3, 3 to 4, 4 to 5, 5 to 6, 6 to 7, 7 to 8, 8 to 9, 9 to 10, 10 to 11). However, its damage type and weapon group stay the same despite these changes, and it is otherwise treated as a bayonet in all respects (see "Gun Club" and "Bayonet" on pages 52 and 121 of the *Saga Edition* core rulebook). Both the melee weapon with the bayonet ring upgrade and the ranged weapon can be used separately, mounting or removing the upgraded melee weapon requires a move action.

Bipod

A bipod is an attached, untriggered stand that steadies the barrel of a rifle. Every weapon when aiming or using auto fire. Preparing a bipod for use is a move action, and you cannot prepare a bipod unless you are either prone or adjacent to low objects (or other ways to chest-high cover) that are between you and your target. If you move, you cannot use the bipod until you prepare it again.

A bipod counts as a mount for any weapon that requires it (such as a heavy rifle, no blaster, or E-wrb repeating blaster). For other weapons, a bipod makes aiming easier. If you have already aimed at or attacked a particular target, each subsequent aim action requires only a single swift action. Under these circumstances, a character with the Sniping Master talent can aim as a free action once per round; see page 29. This benefit is lost if you attack or aim at any other target.

A bipod adds 20% to the weight of the weapon (minimum 1 kg).

Double Trigger

A weapon with a double trigger treats one trigger as a "safety," with the second trigger being a hair-trigger that fires when the slightest pressure is applied to it. Weapons of this type can be extremely accurate, since only a small amount of pressure is needed to fire them (reducing the chance of moving the weapon slightly while pulling the trigger), but this takes time and training. If a character has Careful Shot, he gains a +2 bonus on attacks if he aims with a weapon that has a double trigger (rather than the normal +1 bonus provided by the feat).

Ion Charger

An ion charger encases a melee weapon in a light ion field that flares to full strength anytime the weapon strikes something. This causes the melee weapon to deal 2d8 ion damage in addition to its normal melee damage. Feats and maneuvers that add to a weapon's damage (such as Rapid Strike) have no effect on the ion damage dealt by a weapon with an ion charger (though the increase the weapon's base damage normally).

Ion chargers are common on vibroblades, and are often referred to as an "ionite edge."

Missile Load

A grenade's charge can be converted into a missile warhead. Once turned into a missile, the device cannot be thrown as a grenade. The primary advantages of missile loads are their greater effect and range when fired from a missile launcher. (The standard missile is essentially a missile load for a frag grenade, so only energy balls, non-grenades, and stun grenades can be fired as missile loads.) Increase the damage dice of the original grenade by 50% when converted to a missile load. For example, an energy missile deals 3d8 damage, and a stun missile deals 6d6 stun damage.

Neutronium Reinforcement

Neutronium is a heavy, neutron-rich metallic alloy used to make armor and reinforce starships. It can also be used to harden and sharpen the striking or cutting surface of a melee weapon (other than a lightsaber). Any equipment given neutronium reinforcement gains +5 DR (maximum 15), 1d hit points, and 100% weight. A slashing or piercing melee weapon given neutronium reinforcement scores a critical hit on a natural roll of 19 or 20. (Only a natural 20 is an automatic hit, however.)

Overload Switch

An overload switch allows any energy weapon to build a feedback loop that causes it to explode. When activated as a swift action, the weapon becomes an improvised thrown weapon, -5 penalty on your ranged attack roll with a 2-square burst. (See "Area Attacks," page 156 of the Sage Edition core rulebook.) A weapon whose size is two or more steps greater than yours (such as a Human using an E-wrb) cannot be thrown, so it will instead detonate at the end of your turn.

The overloaded weapon deals energy damage equal to double its normal damage dice. For example, an overloaded blaster pistol deals 6d4 damage. Once the overload switch is used, the weapon is destroyed. This modification cannot be added to energy balls, grenades, thermal detonators, or other normally explosive devices.

Pulse Charger

Any blaster weapon can be fitted with a pulse charger. A pulse charger forces more power into the blast chamber, producing more power in shots at the expense of lost accuracy. This upgrade causes a -1 penalty on all attack rolls with the weapon, but the weapon deals +1 point of damage per die. Thus, a sporting blaster pistol with a pulse charger imposes a -1 penalty on attack rolls and deals 3d6+3 damage on a hit. A blaster with a pulse charger has only one-half the normal number of shots from a power pack.

Rangefinder

Any ranged weapon can have a rangefinder built into it. Such a weapon takes no penalty when used to attack a target at short range. Thus, a blaster pistol with a rangefinder upgrade takes no range penalty on attacks against targets up to 40 squares away.

This is essentially an improved version of a targeting scope, and thus its benefits do not stack with those of targeting scopes. (However, a weapon can have both a rangefinder and a targeting scope, using the latter only when aiming at targets at medium or long range.)

Rapid Recycler

A sword-recycler is a new class of weapon that normally isn't used in single combat. Made to deal in just-in-time mode, the upgrade is a new addition to the arsenal. Many of the weapons in this class are designed to be used in a "just-in-time" mode, making them a valuable addition to the arsenal.

Retractable Stock

Any rifle with a retractable stock is a good example of a weapon that has a retractable stock. The retractable stock is a new addition to the arsenal. Many of the weapons in this class are designed to be used in a "just-in-time" mode, making them a valuable addition to the arsenal.

The retractable stock is a new addition to the arsenal. Many of the weapons in this class are designed to be used in a "just-in-time" mode, making them a valuable addition to the arsenal.

Slinker

Drone-like weapons are a new addition to the arsenal. Many of the weapons in this class are designed to be used in a "just-in-time" mode, making them a valuable addition to the arsenal.

The drone-like weapons are a new addition to the arsenal. Many of the weapons in this class are designed to be used in a "just-in-time" mode, making them a valuable addition to the arsenal.

Sniper Switch

A sniper switch is a new addition to the arsenal. Many of the weapons in this class are designed to be used in a "just-in-time" mode, making them a valuable addition to the arsenal.

Targeting Scope

A targeting scope is a new addition to the arsenal. Many of the weapons in this class are designed to be used in a "just-in-time" mode, making them a valuable addition to the arsenal.

ARMOR UPGRADES

Armor upgrades are a new addition to the arsenal. Many of the weapons in this class are designed to be used in a "just-in-time" mode, making them a valuable addition to the arsenal.

The armor upgrades are a new addition to the arsenal. Many of the weapons in this class are designed to be used in a "just-in-time" mode, making them a valuable addition to the arsenal.

Aquatic Adaptation

The aquatic adaptation is a new addition to the arsenal. Many of the weapons in this class are designed to be used in a "just-in-time" mode, making them a valuable addition to the arsenal.



A BOUNTY HUNTER'S ARMOR SET, IF A BOUNTY

Armorpilast

Upgrades the standard durasteel or other defensive plates of armor with high-strength armorpilast or a similar lightweight, high-cost material. This reduces the weight of the armor by 50%.

Climbing Claws

Climbing claws are retractable spikes worked into the arms and legs of a suit of armor. When wearing this armor, you gain a climb speed equal to one-half your armored walking speed. Additionally, you can reroll a failed Climb check keeping the better result and can take 10 on Climb checks even when rushed or threatened.

The wearer can use climbing claws to attack foes in melee. They count as being weapons two sizes smaller than the wearer, and they deal slashing damage equal to the base claw damage for a beast of that size (see page 274 of the Saga Edition core rulebook). For example, a Medium character would have Tiny climbing claws that deal 1d4 slashing damage. If you are proficient with the suit of armor you're wearing, you are proficient with any climbing claws installed on it.

Diagnostics System

A diagnostics system is a series of sensors and simple computers that monitor both the armor and its wearer. Anyone making a Mechanics check on the armor or a Treat Injury check on its wearer gains a +2 equipment bonus from the diagnostics system.

Environmental Systems

Environmental systems come in two varieties, cold-weather systems and warm-weather systems. It is possible to install both in the same suit of armor, but doing so counts as two separate upgrades. An environmental system makes you immune to the effects of extreme cold or extreme heat, as appropriate.

**TABLE 3-6:
ARMOR UPGRADES**

MODIFICATION	UPGRADE POINTS	AVAILABILITY	COST
Aquatic adaptation	1	Common	500
Armorpilast	0	Common	900
Climbing claws	1	Common	200
Diagnosis, 5 vs. 5 cm	1	Common	500
Environmental systems	1	Common	600
Gloves	1	Common	250
Helmet package	0	Common	4,000
Foot armor	1	Restricted, Rare	5,000
Integrated equipment, 1 slot	1	Common	200
Integrated equipment, all	1	Common	500
Integrated equipment, 5 slots	1	Common	1,000
Integrated equipment, 6 slots	2	Common	2,300
Internal generator	1	Common	1,000
Jump, +10%	1	Common	100
Powered exoskeleton	2	Licensed	4,000
Radiation shielding	1	Common	400
Range-finder	1	Licensed	500
Ready harness	1	Common	400
Repulsorlift	1	Common	1,000
Shadowing	1	Restricted	4,000
Shadowskin, reflex	1	Military	20,000
Shield Generator, SR 5	2	Restricted	1,000
Shield Generator, SR 10	3	Military	10,000
Shockproof	1	Military	6,000
Vacuum seals	0	Common	2,000
Vacuum seals, modified	1	Common	5,000
Weapon mount	1	Restricted	1,000

Gyro

A gyro helps keep armor upright and stable. While wearing armor with this upgrade, you gain a +5 stability bonus on checks and all defenses to resist attempts to knock you prone.

Helmet Package

The benefits of a helmet package are detailed on page 140 of the Saga Edition core rulebook. It is included here for completeness.

Holoshroud

A holoshroud upgrade places small holographic projectors as key points around the armor. These projectors are linked together and designed to place a holographic image over the armor (and its wearer). The image moves as the armor moves, making the illusion of a different appearance difficult to penetrate.

The holoshroud can store only a single image, which must be of the same basic size and shape as the armor (generally humanoid). The image can be changed with an hour of work and a DC 20 Use Computer check.

The holoshroud provides a +10 equipment bonus on Stealth checks to conceal items (underneath the image) as well as any Deception checks made to create a deceptive appearance matching the image. However, the holoshroud doesn't withstand scrutiny, so any observer who uses a full-round action to search the wearer gains a +10 circumstance bonus on the opposed Perception check. Furthermore, the holoshroud doesn't have any tactile, auditory, or olfactory component, so observers with the scent species trait or using a sensor pack gain a +10 circumstance bonus on their Perception checks.

The holoshroud draws power from a standard energy cell, which gives enough power for twenty rounds of use (drawn in any increment). Such armors are often upgraded with the Extra Power Source or Internal Generator modification to extend this operating time. You can turn a holoshroud on or off as a swift action.

Integrated Equipment

An integrated equipment upgrade attaches one piece of equipment to the armor. The equipment must be three or more sizes smaller than the armor itself. For example, armor for a Medium character is Medium size, so it can mount a piece of equipment up to Diminutive size (such as electroincubators, a glow rod, or a medpac) or a weapon up to Small size (such as a blaster pistol or vibroblade). This equipment is constantly ready for use and need not be drawn or prepared before being used. Once a suit of armor is rigged for integrated equipment, it becomes increasingly easy to add new pieces of equipment as built-in modules. As a result, prices and upgrade slot costs are given for 2, 5, or 10 slots of integrated equipment.

It is easy to swap out the equipment attached to armor with this upgrade.

A single piece of integrated equipment can be swapped out for a different piece of gear in 10 minutes with a DC 10 Mechanics check. The price of any

equipment attached to the armor is separate from the integrated equipment upgrade cost.

Internal Generator

A miniaturized version of a portable fusion generator (see page 128 of the Saga Edition core rulebook), an internal generator can provide continuous power for different upgrades on a suit of armor including any integrated equipment. The generator can be activated or deactivated as a swift action. As long as it's active, an internal generator can simultaneously power up to ten different devices that have negligible power requirements (anything without a listed duration).

For devices with specific power requirements, an internal generator can store four units of energy (each the equivalent of an energy cell, power pack, or 20 rounds of power from a portable fusion generator), and it automatically recharges one such unit every hour. A suit of armor can receive this upgrade multiple times if more energy capacity is needed, but each internal generator adds 10 lb to the weight of the armor.

The biggest drawback to a generator is its energy signature. If the generator powers anything but devices with negligible power requirements, any character attempting to detect the wearer with a sensor pack or vehicle sensors gains a +5 circumstance bonus on the Perception or Use Computer check.

Jump Serves

Jump serves are a repulsorlift-aided system that assists in making long jumps. When wearing armor with this upgrade, you treat all jumps as running jumps. Additionally, you can reroll a failed jump check (keeping the better result) and take 10 on jump checks even when rushed or threatened.

Powered Exoskeleton

Much like the Corallian powersuit, other armor can be upgraded to include a powered exoskeleton that enhances the physical strength of the wearer. Because of the weight and energy required, only medium and heavy armor can have the powered exoskeleton upgrade.

A powered exoskeleton operates for 20 rounds on a standard energy cell (suits of armor with a powered exoskeleton commonly have the internal generator upgrade; see above.) Turning an exoskeleton on or off is a swift action. When active, the exoskeleton gives the wearer a +2 equipment bonus to Strength. A powered exoskeleton adds 5 lb to the weight of the armor.

Radiation Shielding

Radiation shielding is necessarily heavy and bulky. Only medium and heavy armor can be modified with radiation shielding, and it increases the armor's weight by 10 lb. The shielding grants a +10 equipment bonus to your Fortitude Defense against radiation attacks, and it reduces any damage dealt by a successful radiation attack by 5 points. In addition, any time you would

move a persistent step down the condition track as a result of radiation damage while wearing this armor. You can make a DC 20 Endurance check to negate the persistent condition. You can make this check only the first time you move down the condition track due to a particular radiation hazard. If you fail, you must have the persistent condition cured normally.

Rangefinder

A rangefinder built into a suit of armor works like a weapon rangefinder (see above), but it applies only to ranged attacks made by weapons built into the armor on a weapon mount (see below). Its benefits apply to other ranged weapons only if you aim immediately before making the attack.

Any attack using a rangefinder takes no penalty when used against a target at short range. Thus, if your suit of armor had a rangefinder and a blaster pistol built into a weapon mount, you would take no range penalty on attacks against targets up to 40 squares away.

Ready Harness

A ready harness is a series of hooks, straps, and clips distributed around the armor, designed to make equipment easily accessible and to settle its weight more comfortably on the wearer's frame. A ready harness can hold two Small pieces of equipment (Large weapon size), five Tiny pieces of equipment (Medium weapon size), or ten pieces of equipment up to Diminutive size (Small weapon size).

Weight of equipment in the ready harness is halved for purposes of determining your encumbrance (see page 40 of the *Saga Edition core rulebook*), and such equipment can be retrieved or replaced as a move action.

Repulsorlift

This upgrade takes the same kind of hover repulsorlifts used by droids and modifies them to allow the armor to float up to 1 meter off the ground. The wearer can activate or deactivate the repulsorlift as a swift action. While the repulsorlift is operating, the wearer ignores the effects of difficult terrain and takes half damage from falls. A repulsorlift operates for 10 rounds on a single energy cell.

Shadowskin

A matte black finish of light- and sensor-absorbing material, a shadowskin turns any armor coated with it into a stealth suit. Normally coupled with a sound dampener (included in this modification cost), it is difficult to see, hear, or detect the armor with sensors. Armor with shadowskin grants a +5 equipment bonus on all Stealth checks made by the wearer.

A more advanced version of shadowskin uses the material reflect, which was developed by the Grand Army of the Republic and later used by various Imperial special forces units. Reflect is more effective but also more expensive than normal shadowskin. A suit of armor with reflect shadowskin adds a +10 equipment bonus on its wearer's Stealth checks.

Shield Generator

A deflector shield generator can be built into a suit of medium or heavy armor, giving it the same kind of protection slashes and some battle droids enjoy. Due to their bulk and power requirements, it is not possible to install anything but the smallest of generators into a suit of armor. In fact, only heavy armor of at least Medium size can carry a shield generator with SR 10.

Shield generators operate for 10 rounds on a standard energy cell. (Suits of armor with shield generators commonly have the Internal Generator upgrade; see above.) Turning a shield generator on or off is a swift action. When active, reduce the damage you take by the armor's shield rating. If the damage is equal to or greater than the armor's shield rating, the shield rating is reduced by 5. By spending three swift actions on the same or consecutive rounds, the wearer can make a DC 20 Mechanics check to "store lost shield power." If the check succeeds, the armor's shield rating increases by 5 points up to its maximum shield rating.

Shockweb

A shockweb is a powerful electrified stun field that can encase the entire surface of the armor. It runs off an energy cell, which can power it for 30 minutes. Turning the shockweb on or off is a swift action. While the shockweb is active, any time you are the target of a successful melee attack, grab at least one opponent or the attacker takes 10 electrical stun damage and 20% electrical stun damage. Each time an attacker is damaged in this way, the shockweb discharges 1 minute of duration off its energy cell.

Vacuum Seals

Any armor can be upgraded with vacuum seals, which include air tight gaskets around all joints and simple life support equipment that adds 2 kg of weight. This allows the armor's wearer to survive for 10 hours in the vacuum of space or any other hostile environment. Medium and heavy armor can have improved life supports that last up to 24 hours, adding 10 kg of weight.

Weapon Mounts

Armor can add any equipment using the Integrated Equipment upgrade (see above), but dedicated weapon mounts allow weapons to be added more efficiently. The number of weapon mounts gained for each upgrade slot spent is a function of the class of armor upgraded: light armor gains 2 weapon mounts, medium armor gains 3 mounts, and heavy armor gains 4 mounts.

A two-handed weapon requires 2 mounts, a one-handed weapon requires 1 mount, and a light weapon requires only half of a mount. You must be proficient with both the weapon and the armor on which it is mounted to be considered proficient with a mounted weapon. (Any weapon described as gloves or gauntlets, such as combat gloves, can be worn with armor without a weapon mount, but only one such weapon can be worn at a time.)

This upgrade does not include the cost of the weapons to be mounted. Such weapons are designed only for mount use and can't be fired as hand-held

weapons. It takes 10 minutes and a DC 10 Mechanics check to change weapons in a mount. A mounted weapon can't be disarmed, and it need not be drawn to be used. Weapons in mounts are obvious unless the weapon mount is concealed implicitly (upgrade cost is 3). In which case it takes a DC 25 Perception check to notice the weapon when it is not in use. A mounted weapon does not gain any benefit from the armor if the weapon takes damage.

If an autonomous weapon (see above) is mounted to a suit of armor, it is automatically considered vested and thus can make attacks while the armor's wearer takes other actions. However, autonomous weapons can distract and unbalance the wearer due to their recoil, though heavier armors are better at absorbing this shock. For every autonomous mounted weapon that has made an attack within the last round (that is, since the wearer's last turn), the wearer must spend a swift action to regain balance. Furthermore, the wearer takes a penalty on all attack rolls and Dexterity- or Strength-based skill checks determined by the class of armor worn: light -10, medium -5, heavy -2.

OTHER OUTLAW TECH

Assassins, bounty hunters, and privateers have special needs, so they have special equipment to match. In addition to the upgrades described in this chapter, your outlaw might find use for other unusual gear.

ARMOR

The types of armor given on Table 2-6. Armor are described below.

Beskar/gem

Light, Medium, or Heavy Armor

The beskar/gem is the traditional suit of Mandalorian armor. Unlike the armor of the Neo-Crusaders (see page 20) of the Knights of the Old Republic Campaign Guide, most suits of beskar/gem are individually tailored to the wearer. They usually have various customizations, ranging from simple coloration changes to significant structural alterations. The beskar/gem is extremely rare outside of Mandalorian culture and costs 30,000 more than a traditional suit of Mandalorian armor. True beskar/gem is made of Mandalorian iron (beskar), which is strong enough to deflect blaster fire and even lightsabers, and when worn by a true Mandalorian warrior it can greatly reduce the amount of damage taken even from direct hits. Not all suits of Mandalorian armor are beskar/gem (for example, the armor worn by Neo-Crusaders during the Mandalorian Wars was not made of beskar, but a weaver of the beskar/gem is a fearsome sight indeed. A suit of beskar/gem grants favorable circumstances on Persuasion checks to intimidate, and if the wearer has DR, then the wearer can apply its benefit against attacks made by lightsabers. Though not powerful armor, the armor has two free upgrade slots.

Game Masters can reduce the cost of beskar/gem by 30,000 credits for Mandalorian heroes.

TECH SPECIALIST

The bonuses provided by the Tech Specialist feat (see page 9) of *Swordships of the Galaxy* and the Superintendant feat (page 44) always stack with those provided by equipment upgrades. However, upgrade and armor gear still follow the normal rules for stacking with one another. Additional clarifications are outlined below.

Device Traits. Weapons, armor, and vehicles are also devices, so they are eligible for all of these modifications. Devices are, therefore, not devices. In addition to the steam modifications, it's possible to install an additional upgrade slot in any device using the Tech Specialist feat. This modification can be made only once.

Droid Traits. Any equipment with the droidification upgrade (page 40) or weapon with the autonomous upgrade (page 42) is technically a droid, so it is eligible for these modifications.

Armor Traits. If a device or vehicle has an armor bonus (so its Reflex Defense [either normally or because of an upgrade], it can benefit from the protective armor modification.

Weapon Traits. If an autofire-only weapon has the selective fire modification (see the Tech Specialist feat on page 21 of *Swordships of the Galaxy*), it is still treated as an autofire-only weapon for purposes of barring the *Aurafire* on page 156 of the Sage Editor note version. An autofire-only weapon with a sniper switch does not gain this benefit.

GTU AV-1C Combat Armor

Heavy Armor

Originally designed for use by private security forces and paramilitary groups, the GTU AV-1C combat armor is a fully enclosed suit of armor made of interlocking hard plates that completely cover the wearer's body. The suit is vacuum sealed and incorporates a built-in helmet package. Additionally, the armor includes an advanced repulsorlift system that replicates a jet pack (following all the normal rules for the jet pack) but produces no noise, heat, or flames. The AV-1C combat armor is powered armor and has two free upgrade slots.

GTU AV-1S Scout Armor

Medium Armor

A scaled-down version of the AV-1C combat armor, the GTU AV-1S scout armor is lighter and allows for a greater degree of mobility, making it a favored suit for bounty hunters that rely on their speed and stealth to capture a mark. The AV-1C is also vacuum sealed and includes a built-in helmet package, and a reduced-power repulsorlift system similar to the combat package. This repulsorlift functions as a repulsorlift except that it produces no noise, heat, or flames, but grants a fly speed of 4 squares instead of 6 squares. The armor is powered, giving it two free upgrade slots, and includes a built-in glowrod.

ARMOR (CHECK PENALTY)	COST	ARMOR BONUS TO REF DEFENSE	EQUIP BONUS TO FORT DEFENSE	MAX DEX BONUS	SPEED (5 SQ.)	SPEED (4 SQ.)	WEIGHT	AVAILABILITY
Brass gunnysuit	500	+5		3			10 kg	Unrestricted
Half-vest	250	+3		+5			2 kg	Restricted
Hard armor	600			5			2 kg	Monopoly
Brass gunnysuit	500	5		3	4 sq.	4 sq.	7 kg	Unrestricted
GTU AV-15 scout armor	15,000	+7	+2	+2	4 sq.	3 sq.	18 kg	Military
Krall Heavy armor	11,000	+7		7	4 sq.	3 sq.	7 kg	Monopoly
Brass gunnysuit	500	10	4	+	4 sq.	4 sq.	7 kg	Unrestricted
GTU AV-1C combat armor	25,000	+8	+4	+3	4 sq.	3 sq.	25 kg	Restricted, Rare

When running in heavy armor you can move up to three times your speed instead of four times.

Half-Vest

Light Armor

The Kromondian Mark 45 protective vest is usually worn by smugglers who are expecting trouble but don't want to be seen wearing armor in public. Lightweight, flexible, and easily hidden under clothing (+5 equipment bonus to Stealth checks made to conceal the armor), a half-vest protects the wearer against surprise attacks from unscrupulous enemies and allies. Once per encounter as a free action, the wearer can negate the bonus damage on any attack made against him while he is denied his Dexterity bonus to Reflex Defense (such as when being targeted by an attacker with the Sneak Attack talent).

Krall 210 Personal Armor

Medium Armor

Created by Krall Armory ostensibly for private security forces, the Mark 210 personal armor is a favorite of bounty hunters that provides several built-in amenities off the assembly line, reducing the amount of work it takes to transform the armor into a custom suit preferred by a bounty hunter. The Mark 210 personal armor comes with a built-in helmet package (jet pack, liquid cable dispenser, and vacuum seal). Additionally, the armor grants a +5 equipment bonus to Strength checks made to (1) drag, (2) pull an object. Krall Model 210 personal armor is considered to be powered armor and has two free upgrade slots.

Shadowsuit

Light Armor

Used by assassins and burglars, the shadowsuit manufactured by Avelike Kronghing Textiles is little more than a black body stocking covering the wearer's entire body. Shadowsuits are made from a tough but soft material known as shadowsilk that absorbs light and sound. The hands and feet of the shadowsuit have silencing dampening pads that reduce the noise made by the wearer. A shadowsuit grants a +5 equipment bonus to Stealth checks whenever the wearer has concealment from darkness or low-light conditions.

RANGED WEAPONS

The types of ranged weapons given on Table 2-7, Ranged Weapons are described below.

Blaster, Subrepeating

Pistol

This pistol-sized repeating blaster, intended for use indoors and in close-quarters combat, is preferred by pirates and bounty hunters who want to carry a lot of firepower in a small package. A subrepeating blaster is an autofire-only weapon and includes a retractable stock. Unless the stock is extended, you cannot brace before making an autofire attack (see "Autofire," page 156 of the *Savage Edition* core rulebook).

A subrepeating blaster requires a power pack to operate. After 50 shots, the power pack must be replaced.

Blaster Rifle, Sniper

Rifle

A favorite among assassins and military sharpshooters, the sniper blaster rifle is a powerful and accurate weapon ideal for eliminating targets at long range.

Unwieldy in anything other than a prepared firing position, the sniper blaster rifle is poorly suited for use in close combat. If you do not aim at your target immediately before making an attack with a sniper blaster rifle, you take a -5 penalty on your attack roll.

Sniper blaster rifles often have a bipod and targeting scope mounted on them (see page 43 as well as page 140 of the Saga Edition core rulebook), but neither is included in the cost listed on Table 2-7 Ranged Weapons. A sniper blaster rifle cannot benefit from the rapid recycle upgrade.

A sniper blaster rifle requires a power pack to operate. After 10 shots, the power pack must be replaced.

Deck Sweeper

Exotic Weapon

The *Minn-Yonn* Deck Sweeper blaster is designed to stun large numbers of people at once, typically in the confined space of a starship interior (hence the name). Unlike normal blaster weapons, a deck sweeper only fires on the stun setting as has no nonlethal setting. Additionally, a deck sweeper differs from other rifles in that it targets all creatures or droids within a 6-square cone as an area attack. The wielder makes a single attack roll and compares the result to the Reflex Defense of all targets within the area. A hit deals normal stun damage, while a miss deals half stun damage, following the normal stun damage rules. You must spend a swift action on the same turn to prime the deck sweeper before you make your attack. Otherwise, the weapon will not fire.

A deck sweeper requires a power pack to operate. After 5 shots, the power pack must be replaced.

Electronet

Heavy Weapon (ammunition)

The electronet is a special weapon frequently employed by bounty hunters to bring down fleeing prey. An electronet acts as a grenade that can only be fired from a grenade launcher. When an electronet is fired from a grenade launcher, target a 2x2 square area and make an attack roll, comparing the result to the Reflex Defense of each target in the area. If a target is hit, it takes stun damage from the electronet and is grabbed as per the normal rules for a net. Each round, at the beginning of your turn, any targets still trapped by an electronet take stun damage from the weapon at 1/3 normal amount.

Micro Grenade Launcher

Rifle

The *Micro Syndicates* MGL-1 micro grenade launcher is a small, portable weapon that can deliver miniaturized grenades quickly and with a minimal amount of training. Unlike other grenade launchers, this weapon is classified as a rifle for the manner in which it is used. A micro grenade launcher fires micro grenades, which act as normal grenades but are somewhat smaller. Micro grenades follow all the normal rules for each type of grenade, but deal 2 dice of damage on a successful hit.

A micro grenade launcher holds four micro grenades and has to be reloaded as a full-round action. A micro grenade launcher can be mounted on a rifle (this takes 1 minute and requires a DC 15 Mechanics check) or used as a separate weapon.

Neural Inhibitor

Exotic Weapon

The *Mennition* DAS 430 neural inhibitor is a powered, ranged weapon that uses some of the same technology as rail guns to propel a high-velocity dart at the target, which embeds itself into the skin. The dart then injects a special neurotoxin that can bring down even the toughest enemies. When a living target is hit by an attack with a neural inhibitor, the target is poisoned and the dart makes an attack roll (1d20+5) against the target's Fortitude Defense. If the attack succeeds, the target moves +1 step down the condition track. If the attack fails, the target does not move down the condition track, but the dart's next attack gains a cumulative +1 bonus (so it attacks with 1d20+6 originally, 1d20+7 after the first failure, 1d20+8 after the second failure, etc.). The target's condition is worsened (persists) until the poison is treated, and the poison makes an attack roll at the beginning of the target's turn until the poison is cured with a DC 20 Treat injury check. Once the target falls unconscious, the neurotoxin dissipates on its own.

Pulse Rifle

Exotic Weapon

The *Coramexa* VES-700 pulse rifle is favored by smugglers, bounty hunters, and other outlaws for use on starships and in urban environments where they are likely to be cornered. Unlike normal blaster weapons, a pulse rifle targets all creatures or droids within a 6-square cone as an area attack. The wielder makes a single attack roll and compares the result to the Reflex Defense of all targets within the area. A hit deals normal damage, while a miss deals half damage.

A pulse rifle requires a power pack to operate. After 5 shots, the power pack must be replaced.

EXO II WEAPONS	COST	DAMAGE	STUN DMG	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
Neuro inhibitor	4,200	10	5	5	kg	Perman	Illegal
Pulse rifle ²	5,000	240	—	5	2.5 kg	Energy	Illegal
Deck sweeper	5,000	—	3d6	5	4.5 kg	Energy	Restricted
HEAVY WEAPONS	COST	DAMAGE	STUN DMG	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
Cleaver	2,000	—	3d8	5	5 kg	—	Restricted
PISTOLS	COST	DAMAGE	STUN DMG	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
Blaster, subcompact	750	3d8	—	A	2 kg	Energy	Military
SIMPLE WEAPONS	COST	DAMAGE	STUN DMG	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
Squib battering ram	3,500	5d10	—	5	10 kg	Energy	Military
RIFLES	COST	DAMAGE	STUN DMG	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
Area grenade launcher	2,500	Special	Special	5	3 kg	Various	Illegal
Snare rifle	1,200	—	1d6	5	5 kg	Bludgeoning	Licensed
Blaster rifle, sniper ³	2,000	3d10	—	5	11 kg	Energy	Military

¹ Area attack weapon

² Inaccurate weapon: This weapon cannot fire at targets at long range.

³ Accurate weapon: This weapon takes no penalty when firing at targets at short range.

Snare Rifle

The need to capture a target alive presents a problem to the bounty hunter. You can use a blaster's stun setting beyond very close range (6 squares), but it cradles more farther away (particularly when used with a grenade launcher), but they're expensive and restricted, so they won't always be available if you're on a planet with strict weapon laws.

The snare rifle is one alternative, allowing a target to be stopped (or at least slowed down) at longer range by shooting a weighted cord that wraps around the target. A snare rifle allows you to initiate a grab or a grapple against a character at range. If the grab attack succeeds, the target takes the listed stun damage from the force of the snare. A character that is grabbed or grappled can attempt to escape the snare (requiring a DC 15 Acrobatics check, or break out of it requiring a DC 20 Strength check). You can use the Pin and Trip feats with a snare rifle, but you cannot use the Crush or Throw feats.

A snare rifle uses a specialized cartridge that holds 5 shots. Replacement cartridges weigh 2 lb and cost 50 credits each.

Squib Battering Ram

Simple Weapon

Designed to help Squib salvagers penetrate the inner parts of derelict starships, the Squib battering ram allows the wielders to punch through doors with greater efficiency. A Squib battering ram requires two characters to operate: one to stabilize the battering ram and one to trigger its activation. The weapon is too unwieldy to be used against a living, moving target, but it deals normal damage to stationary, unattended objects (such as walls or doors).

A Squib battering ram requires four power packs to operate.

OTHER EQUIPMENT

Table 2-8 Equipment lists some of the common equipment used by friggers and outlaws. Refer to the descriptions below for other pertinent information.

ABC Scrambler

This device is used to ward off missile attacks. Commonly used by bounty hunters against other bounty hunters, the ABC scrambler is worn on the belt or attached to a suit of armor and emits false audio, biological, and chemical signals to confuse missile guidance systems. A character with an ABC scrambler gains a +5 deflection bonus to Reflex Defense against grenade launchers and missile launchers.

Force Cage

Frequently used by bounty hunters to keep their marks from escaping, a force cage is a large (2x2 squares) cage whose bars are charged with electricity. A force cage deals 3d6 energy damage to anyone trying to break into (or out of) the cage, and the cage can be assembled or disassembled in 5 minutes. A force cage has a break DC of 30 and can be deactivated using a remote (treat as a portable computer with Intelligence 16).

Lock Breaking Kit

Highly illegal and favored by shipjackers and pirates, a lock breaking kit is like a tool kit in many ways but has some very advanced and highly specialized tools. A lock breaking kit grants the user a +5 equipment bonus on all Mechanics and Use Computer checks to bypass doors and airlocks on a starship.

Man Trap

A man trap is a reversed repulsor field that draws a target directly down, as though incredibly high gravity. A man trap covers a square and any creature entering the square of a man trap is immediately immobilized, unable to move voluntarily. A creature can attempt to break out if a man trap as a move action, requiring a DC 40 Strength check. It can be deactivated using a remote (treat as a portable computer with Intelligence 16).

Spacer's Chest

A spacer's chest is a special container commonly kept by smugglers and pirates to store their most prized possessions. A spacer's chest usually carries not only valuables but also emergency items like spare clothes, credit sticks, data discs, small tools, concentrated food, and a hold-out blaster and blaster packs. A spacer's chest has enough consumables to feed one person for 30 days, and has an electronic locking mechanism that has a Will Defense of 30.

ITEM	COST	WEIGHT
ABC Scrambler	3,000	3 lb
Force Cage	7,000	24 kg
Lock Breaking Kit	8,000	4 kg
Man Trap	8,000	9 kg
Spacer's Chest	200	10 kg

OUTLAW STARSHIPS

They are the outcasts who engage in questionable activities to rule planet or finally end up needing a starship at some point in their career.

It's a character's living in the lawless shadows of the galaxy have a starship is a ship option to help them get out of their trouble.

WE'VE BEEN THROUGH A LOT TOGETHER

Sometimes, a starship is more than just a means of transportation. Sometimes, it's part of a character's destiny. In fact, for some characters, it's the heart of the destiny which might not be wise or nothing more than to wander aimlessly from one jam to another. No matter how humble or down-

beat, a starship might appear it's the destiny of a character to end with that ship in an accomplishment, things.

If you decide to link a starship (or, rarely, a planetary vehicle) to your story, that requires the normal destiny mechanic. In essence, you determine to accomplish your goal, instead, you're destined to. The most important events in your life with a specific ship this is appropriate in campaigns with a fast a moderate frequency of ship encounters, but it's certainly not restricted to such campaigns.



REMEMBER: YOU CAN BEST SOME ARE MORE ABLE

In art if a campaign centers exclusively around starship scale action, this option might be too powerful as it allows you to access your Destiny Points in most encounters. Only the GM can decide if starship-linked destinies are appropriate for a given campaign.

You earn and spend Destiny Points with a starship-linked destiny using the same basic rules as with the normal destiny options. You gain one Destiny Point at each level and they reset when you spend them. However, having your destiny linked to a starship causes the rules to work slightly differently.

First, if a starship is your destiny, it is never completely destroyed. Even if it is blown up in battle or confiscated by Hutt before being evaded and melted, some small part of it survives. Perhaps you find the hyperspace core the whole starship was built around, or its ruined hull is found drifting as debris ~~and~~ but ~~the~~ your starship survives, or functions, as easily as anyone else's, but a recognizable part of it always survives for you to rebuild (or retrofit to a similar starship). It can be as time consuming and difficult as getting a new starship would be (if not more so), but the result still qualifies as your destiny linked starship.

Secondly, the options you can exercise by using a Destiny Point are slightly different, as detailed below. The following are possible only when you are acting as crew member (commander, pilot, console/gunner system operator, or engineer) on the starship linked to your destiny.

- Automatically cause or attack/kill against your starship in a miss, even once the attack is resolved (Commander, pilot, or pilot only).
- Automatically defend on any threat check, including any threat against a hazard or obstacle, getting the best possible outcome on the check (Pilot or pilot only).
- Allow your starship to act out of turn, thus changing your position in the initiative order (Pilot, commander, or system operator only).
- Cause any damage inflicted against your starship in instead of any other starship within three squares (Pilot, commander, or system operator only).
- Move your starship to the top of its condition track. If any systems have been disabled because of being moved down your condition track, they now function. (Engineer only.)
- Repair your starship, restoring a number of hit points equal to its damage threshold. (Engineer only.)
- Restore your starship's shields to full SR. (Engineer or system operator only).
- If you are using the starship maneuvers from Starships of the Galaxy, you can spend a Destiny Point to regain all uses of all your maneuvers. (Pilot or gunner only.)

In general, a character with a starship-linked destiny can do what no one else can manage... unless they too are linked to a destiny. There's nothing to prevent multiple characters from being destiny-linked to the same starship. Such characters might share the ship, or might constantly be stealing, buying, or gambling back and forth between them.

Normal Starships and Vehicles. Unless a starship or vehicle is linked to a character's destiny, a character cannot use a Destiny Point or any other ability, such as the Jedi Master class feature, semingly "that automatically raises a specific outcome for an attack roll or skill check. Destiny is intensely personal, relying on the individual's deepest connection to the Force—something incompatible with these massive, lifeless machines. Other than having a starship-linked destiny, only the larger-venue starship maneuver (see page 30 of *Starships of the Galaxy*) allows the use of Destiny Points and similar effects. Using this Force-based maneuver helps the character to be go if his contrivances fail, which is aware of and using the technology of the starship) and instead act as instinct just as Luke did when he switched off his targeting computer during the Battle of Yavin.

HUNKS OF JUNK

Some starships aren't reliable. They are, in fact, notoriously unreliable. They require constant maintenance and might have systems failing in the middle of battle. A GM might decide a starship is unreliable for any reason. He might require a starship to be unreliable as the price of making it part of a character's destiny (see "We've Been Through A Lot Together," above); a starship might have been modified one too many times; or, it might not be receiving the maintenance it requires. Whatever the reason, once a starship is unreliable, it causes problems.

Any time an unreliable ship is moved a step down its condition track, you must roll d10s on Table 2-3: Unreliable Results to determine the result. If your starship ends up at least 3 steps down the condition track as a result of this movement, instead roll d20 + 00 to determine the result. A character can spend a Force Point to reroll a bad result, but must live with the second result even if it's worse.

A glitch takes a full-round action and a DC 5 Mechanics check to repair. A failure takes 1 minute and a DC 20 Mechanics check to repair. A disabled starship takes 1 hour and a DC 25 Mechanics check to repair.

PRINCE MODIFICATIONS

When you live on the fringes of galactic society, you need a starship that skirts the law as much as you do. This is obvious with smugglers, pirates, and bounty hunters, but anyone who occasionally travels through space controlled by less-than-friendly forces welcomes the edge a personalized starship provides. Some after-market kits are available in legal shipyards, and anyone with the credits can find someone willing to add a system or two off the books, but the most extensive "unofficial" starship modifications are the work of outlaw techs operating out of shadow ports.



The rules presented here are fully compatible with those from *Starships of the Galaxy*, but shorter and simplified in nature. If these rules are enough to satisfy your need for starship modifications, they work fine on their own. However, if you find your desire to personalize starships is just barely scratched by this section, take a look at *Starships of the Galaxy* and its dozens of additional options.

Emplacement Points

Emplacement points are the heart of the starship modification system. Systems have size, pricing, and power requirements that must be met to add them to a starship. To represent the numerous factors that combine to limit how many systems a single starship can have, emplacement points are used. Each modification or new system has a rating in emplacement points to represent how hard it is to add to an existing starship.

The full emplacement system of starship modification is detailed in *Starships of the Galaxy*, and everything presented here is compatible with that book. You can still use this system by itself using a few simple rules presented here, but the modifications listed in *Starships of the Galaxy* are also appropriate to ships for bounty hunters, smugglers, privateers, and assistants. These rules are kept intentionally basic in this book, since they are already presented in full elsewhere. Many popular upgrades, such as improved hyperdrives, nav computers, jammers, docking guns, space mines, cargo life support systems, tracking devices, and smuggler's compartments, are found in *Starships of the Galaxy*.

RDLL	RESULT	EFFECT
01-05	Stabilizer glitch	One of your ship's internal stabilizers has a glitch. You take a -1 penalty on all Pilot checks and attack rolls until it is repaired.
06	Sensor glitch	All Use Computer checks to operate the ship's sensors take a -2 penalty.
16-25	Computer glitch	All Use Computer checks and attack rolls made using ship systems take a -1 penalty.
26-30	Ion engines glitch	The ship's speed is reduced by $\sqrt{\text{square starship scale} \times \text{minimum speed}}$.
31-40	Hyperdrive glitch	Double your ship's hyperdrive multiplier.
41-50	Shield glitch	Shields cannot restore lost SR.
51-53	Stabilizer failure	One of your ship's internal stabilizers has been damaged. You take a -2 penalty on all Pilot checks and attack rolls until it is repaired.
54-55	Sensor failure	All Use Computer checks to operate the ship's sensors take a -5 penalty.
56-61	Computer failure	All Use Computer checks and attack rolls made using ship systems take a -2 penalty.
62-64	Ion engines failure	The ship's speed is reduced by $2 \times \text{square starship scale} \times \text{minimum speed}$.
65-68	System failure	One noncore system fails (commander's choice).
69-72	Weapon failure	One weapon (or artillery piece) is inoperable (roll randomly).
73-75	Hyperdrive failure	Triple your ship's hyperdrive multiplier.
76-80	Shield failure	Shield strength restores SR and the ship's maximum SR is halved.
81-83	Stabilizer disabled	One of your ship's internal stabilizers has been destroyed. You take a -5 penalty on all Pilot checks and attack rolls until it is repaired.
84-86	Sensor disabled	All Use Computer checks to operate the ship's sensors take a -10 penalty.
87-89	Computer disabled	All Use Computer checks and attack rolls made using ship systems take a -5 penalty.
90-93	Ion engines disabled	The ship's speed is reduced by $2 \times \text{square starship scale} \times \text{minimum speed}$. The ship cannot perform air or movement or attack maneuvers.
94-96	System disabled	One noncore system is disabled (commander's choice).
97-99	Weapon disabled	All weapon systems are disabled.
99-98	Hyperdrive disabled	The hyperdrive is disabled.
99-00	Shields disabled	The ship loses all SR.

Unless otherwise noted, stock ships have one unused emplacement point. Ships built by the Corellian Engineering Corporation instead have five unused emplacement points. A ship can have its systems crammed into a smaller space to gain five more emplacement points, but doing so makes it unreliable (see "Hunks of Junk," above). If you lack the emplacement points to support a system you can still install it, but it takes more time and costs more credits as you add the subsystems to enable your new gear to function. For every emplacement point you lack for a system, add +2 days to the installation time, +5 to the Mechanics check DC to install it, and +20% to the system cost.

The base time needed to add a modification or system is 1 day + 1 day per emplacement point the system uses, modified by the ship's size (space

transport $\times 2$, capital ship $\times 5$, station $\times 10$). Proper installation requires a Mechanics check. The base DC for such a check is $20 + 1$ for each point of emplacement a system or modification uses.

Cost Modifiers

It costs more to improve or modify shipwide systems on larger starships. Thus, each size of starship has a cost modifier, which is applied to the base cost of starship systems added to starships of that size. Any time a system lists its price as a base price, you multiply it by the cost modifier for the size ship you are adding it to.

Some equipment costs the same amount regardless of the ship's size. These types of modifications list a cost without noting it as a base cost.

STARSHIP COST MODIFIERS

STARSHIP SIZE	COST MODIFIER
Colossal (starliner)	x50
Colossal (freighter)	x20
Colossal (frigate)	x10
Colossal	x5
Large (cruiser)	x2
Large or smaller	x1

A Note on Costs

All costs given in this chapter are, by necessity, approximate. The *Star Wars* galaxy is a vast market, and it's impossible to create a system that realistically represents the thousands of factors that could affect a major purchase's final cost. As a result, a GM should feel free to modify these prices up or down by as much as the adventure requires or the GM's own preferences require. All players need to know is how much credits to add to a desired new system, not all the economic implications of any particular cost.

STARSHIP SYSTEMS

A starship's systems can be upgraded, replaced, and modified repeatedly throughout its operational lifetime.

Placement Points This is the number of placement points required to install the system in a starship without incurring an additional cost or time delay.

Availability Some starship accessories have limited availability or are strictly regulated, as described in *Restricted Items* (see page 18 of the *Saga Edition* core rulebook). A system that is normally available without restriction is listed as being common.

Size Restriction Some systems can be placed only in starships of a given size range. Although systems are normally limited to ships of a given size or larger, some systems can function only in smaller ships.

Cost Sometimes a starship accessory has a flat cost or weight. Often the ship's cost and weight is determined by multiplying a base number by the starship's cost factor, which is determined by its size. If a cost is listed as the base, you must multiply it by a cost modifier based on the size of the starship (found on Table 2-11 "Cost Modifiers"). If the cost is just listed as a number of credits, it doesn't matter what size starship you add the system to.

Amphibious Seals

Amphibious seals allow a starship to function as a submarine. This unusual modification is popular with traders who do extensive business with species that have underwater cities (including Quarren, Mon Calamari, and Gungans) and with smugglers who want to be able to hide a ship underwater.

By redesigning a ship's seals to handle high exterior pressure and ensure that no venting allows water into engines, heat sinks, or weapon ports, starships can function well underwater. They are slow, with a swim speed only one-half their fly rate (minimum 1 square movement) and a maximum underwater velocity only one-tenth their atmospheric velocity. However, they might escape detection underwater (unless the local authorities have submarines on hand).

If a starship is normally able to land on the surface of a planet, adding amphibious seals adds the ability to land safely in any body of water large enough to accommodate it. This can be useful when exploring planets without civilized starport facilities or when a pilot wishes to avoid using such heavily monitored facilities.

Anti-Boarding Systems

Anti-boarding systems are a series of cameras, blast doors, and weapons placed throughout a starship, assisting the ship's crew in combating unwanted visitors without literally capsizing themselves. Each anti-boarding security checkpoint (to CL 4 hazard when active) includes the following:

- Light blast door: DR 10, 250 hp, damage threshold 35, Strength 40, break DC 60, Mechanics DC 25 to disable device
- Security camera: Allows any authorized user to make Perception checks into the area (even when sealed).
- Blast rifle turret: Reflex Defense 10, DR 10, 20 hp, attack +5, 3d6 energy damage, autofire capable (see page 256 of the *Saga Edition* core rulebook)

All vital locations (bridge/cockpit, main engineering, gunnery stations, airlocks, docking bays, and so forth) have a security checkpoint at each entrance. In addition, each section of corridor at least 10 squares (15 meters), long and each room at least 4 squares by 4 squares (6 meters by 6 meters) in size will also have a security checkpoint. Normally, the system is programmed to recognize crew members as friendly so they won't be attacked. Passengers are not always so fortunate.

Although anti-boarding systems are normally controlled by the ship's system operator, any character with administrator access (that is, to whom the ship's computer has an attitude of helpful) can activate or deactivate the system as a routine command (see page 76 of the *Saga Edition* core rulebook). As with other computers, the Will Defense of a starship's computer is 15 + the starship's Intelligence bonus, but its default starting attitude is hostile (instead of unfriendly) while the anti-boarding system is active.

Because starships are rarely boarded before they have been disabled or voluntarily powered down and guarding systems have independent backup power sources that allow their turrets to make up to 50 shots even after power is lost (their sensors, communications, and cameras remain active for about 100 hits on internal power). Despite this, anti-boarding systems are rare due to the high expense involved in installing them. They

are common among wealthy crime lords who might have reason to fear the queries of agents of other crime lords—and perhaps their own crews—often than any hypothetical boards. Major corporate executives and political figures also have such systems added to their private transports, largely to fend off assassination attempts.

Auxiliary Generators

A starship uses a lot of energy drawing power from its engines for motion, gravity well reactions, sensors, computing power, environmental systems, and control of other systems both major and minor. Building bigger engines creates a need for greater bracing and fuel storage, which in turn results in a larger starship and thus a need for even more power. In this constant battle between energy needs and engine size, one solution is to add auxiliary power plants.

Auxiliary generators are able to step in and supply power to specific systems when engine power is needed to propel the ship or engage in other vital functions, such as maintaining the shields. Because they need to produce power only at peak usage, the generators are smaller and use less fuel than an equivalent engine upgrade. This doesn't provide any additional speed for the starship in question, but it does give it more power when engines or tractor beams are at maximum capacity.

Auxiliary generators give a starship a +2, +4, or +6 equipment bonus to its Strength score. They also allow a starship's systems to continue to function when the engines are shut down or destroyed.

Backup Battery

A backup battery is a common safety precaution taken by all space travelers, but smugglers and pirates put it to even better use. A backup battery allows the ship to operate, at least its basic functions, for up to 1 hour after the ship's power generator fails. Additionally, if a ship is pushed to the bottom of the condition track by ion damage, the ship's engineer can make a DC 25 Perception check to reverse the ionization using the backup battery, moving the ship a step up the condition track. However, doing so drains the backup battery, which must then be replaced.

Baffled Drive

Baffled drives are favored by smugglers moving through dangerous, highly patrolled systems and anyone else that needs to move through space without a museum of stealth. A baffled drive uses superheated hydrogen gas that leaves no visible trail, making it incredibly difficult to detect the ship with sensors. A baffled drive always gives a starship a space speed of 2 squares and has a limited fuel capacity. A starship's baffled drive can move the ship a total of 100 squares until, before it needs to be refueled, returning a baffled drive has a base cost of 1,000 credits (which is multiplied by the ship's cost modifier, as normal). A ship moving with a baffled drive adds +5 to the DC of a Perception or Use Computer check made to detect the ship and if the

ship also has sensor baffling (see below) it can move up to twice its base speed in one turn without losing the benefit of the sensor baffling.

Cockpit Ejection System

A popular modification for tramp freighters and bounty hunter starfighters, a cockpit ejection system allows a ship's cockpit to eject in the event of the ship's destruction and subsequently act as an escape pod. When the starship is destroyed, the pilot makes a DC 20 Pilot check. If the check is successful, the cockpit ejects without its inhabitants, taking any damage from the destruction of the ship. On a failed check, those within the cockpit take half the damage that exceeds the ship's damage threshold, as normal, before the cockpit manages to separate.

Com Jammers

Often, it is important not only to escape an enemy but also to prevent them from calling ahead to warn units of your destination to capture you. It's difficult for smaller ships favored by smugglers and pirates to jam the sensors of larger ships, but dedicated com jammers can successfully jam all communications in an area of space. A com jammer prevents any communication—including hyperspace transmitters, comlinks, and even HoloNet transceivers—from functioning properly within 6 squares (starship scale). It takes a DC 30 Use Computer check to send or receive a message within this area.

Com jammers have several drawbacks. First, they do not disrupt hardened communications such as the systems used to communicate within a starship, so they can't prevent the ship's bridge from talking to the engine room. Second, the ship creating the jamming isn't immune; its communications systems are as blinded as anyone else's. Third, jammed communications are easy to detect at long range, granting a +20 circumstance bonus on any Use Computer check made to detect the jamming ship with sensors. (Such jamming might be detected from millions of kilometers away, so this might attract unwanted attention if any authorities are nearby.) On the other hand, these systems do allow freighter-sized ships to jam the communications of capital ships, so for many pirate groups the tradeoff is worthwhile.

Cotterdam

A cotterdam is a very basic form of airlock that can be used in connection to colossal or larger starships. The cotterdam is like a more than a flexible tube that extends between two starship hatches, allowing complete movement between the vessels with no need for extravehicular equipment. A cotterdam creates a tunnel 3 squares long and 1 square wide, and maneuvering two adjacent ships into position to use the cotterdam requires a DC 15 Pilot check from the pilot of each vessel. Failing this check by 0 or more results in a collision between the ships.

ACCESSORY	EMPLACEMENT POINTS	AVAILABILITY	SIZE RESTRICTION	COST
Aerophilous seals	3	Common	None	4,000 base
Anti-toxicity systems	5	Restricted	Colossal or larger	20,000 base
Auxiliary generators +2	2	Common	None	2,000 base
Auxiliary generators +4	3	Common	Gargantuan or larger only	4,000 base
Auxiliary generators +6	4	Uncommon	Colossal or larger only	10,000 base
Backup battery	0	Uncommon	None	10,000 base
Belted drive	1	Military	Colossal or larger	10,000 base
Larkup ejection system	2	Common	Gargantuan or Colossal	8,000
Crew jammers	1	Military	None	20,000
Col. filter		Uncommon	Colossal or larger	1,000
Environmental filters	2	Licensed	Gargantuan or larger	2,000 base
Fur converter		Uncommon	Colossal or larger	2,400 base
Grapple tug	1	Common	None	1,000
Harpoon		Military	None	500
Hidden cargo hold (25% of cargo)	1	Illegal	None	2,000 base
Hidden cargo hold (50% of cargo)	2	Illegal	None	4,000 base
Hidden cargo hold (75% of cargo)	4	Illegal	None	10,000 base
Holding cells (25% of passengers)		Military	None	4,000 base
Holding cells (50% of passengers)	2	Military	None	2,000 base
Holding cells (75% of passengers)	4	Military	None	5,000 base
Interrogation chamber	0	Illegal	Colossal or larger	10,000
Personalized motion	0	Common	Colossal or smaller	010
Plasma punch	1	Military	Colossal or larger	25,000
Plasma torch	1	Military	Gargantuan or larger	5,300
Reinforced keel	2	Military	Gargantuan or larger	4,000 base
Remotely operated boarding	4	Military	Gargantuan or larger	10,000 base
Security breeding	2	Common	Gargantuan or larger	2,000 base
Sensor baiting	0	Military	None	20,000 base
Sensor decoy	1	Restricted	None	2,000 base
Sensor mask		Illegal	Gargantuan or larger	10,000 base
Tractor clamp	12	Military	None	15,000
Workshop	1	Common	Gargantuan or larger	2,000 base

Environmental Filters

Environmental filters allow a starship to support more than one set of environmental conditions. This is common on luxury liners that wish to provide comfortable quarters for multiple species at once. Normally, only a few rooms are provided with an alternative environment, but entire sections of a ship can be given different gravity, atmosphere, and lighting if desired. On

rare occasions, these systems have been used offensively by making things difficult for hijackers or pirates. As a full-round action, a character with administrator access to the ship's computer in the command or engineering center of a ship can make a DC 25 Use Computer check to flood any section with a toxic atmosphere, extreme heat or cold, mild radiation, smog, or a gravity fluctuation (low, high, or zero gravity). For more information on these effects, see "Hazards" in Chapter 14 of the Saga Edition core rulebook.

Fuel Converters

Fuel converters transform matter into usable fuel that can keep a starship running even over long journeys. While fuel converters never eliminate the need to refuel during visits to spaceports, they can extend the amount of time between visits and reduce fuel costs. Fuel converters come in a variety of forms, including solar fuel converters, gas studios, and solar converters. If the pilot of a starship with fuel converters spends at least 1 hour gathering fuel in space, the ship regains one unit of fuel (enough for one day's travel in realspace, one hour's travel in atmosphere or in combat, or one hyperspace jump).

Grappler Mag

A grappler mag is essentially a short-range starship-scale grappling hook with a magnetic clamp at the end. Designed before tractor beam technology was widespread, grappler mags have been almost entirely surpassed by superior tractor beams. It is treated as a tractor beam with a range of 1. Though substantially limited when compared to tractor beams, grappler mags can be fit on starships with far less difficulty.

The sole other advantage of a grappler mag is that it can be retracted and maintained without the use of power, allowing ships equipped with it to appear dead while being attached to another ship. All starships have anti-arr docking clamps for this purpose, but these clamps can be used to arrest only a willing or disabled starship. As such, a smaller ship can use it indefinitely to attach to a vessel at least one size larger without any telltale energy signatures to give away the smaller ship, but this requires the smaller vessel make a Pilot check and a Stealth check opposed by the target ship's Pilot check and Use Computer check, respectively. If either of the smaller ship's checks is bested by the larger ship's opposed skill check, the smaller ship is detected while grappling itself to the hull.

Handpoints

Handpoints are external mounts for missile weapons, bombs, or mines carried externally on any launcher cube or weapon mount. Each handpoint modification gives a ship an array of four handpoints that can carry missiles, bombs, mines, or drop tanks. The number of handpoints required varies from system to system.

- Bomb, mine, missile or torpedo: 1 handpoint each, or 2 handpoints if the weapon is restricted to starships of Colossal or greater size (such as heavy concussion missiles and heavy space mines in *Starships of the Galaxy*).
- Drop tanks. One week of consumables requires a number of handpoints equal to the starship's size modifier. (This may be spread across multiple arrays if needed.) Drop tanks cost 500 credits each, and they are available only for starships of Colossal or lesser; see

Each handpoint array counts as a single weapon. If multiple arrays carry identical payloads, they can be fired in bulk; see page 45 of *Starships of the Galaxy*. It's possible to replace one of the payload choices with a simple DC 15 Mechanics check and 1 minute of work. The cost of a handpoint does not include the cost of the payload attached to it.

A starship can have a number of loaded handpoint arrays equal to its cost modifier without penalty, and it can carry twice this amount as a heavy load. Carrying a heavy load reduces the starship's speed to three quarters normal and allows it to move only three times its speed with the all-out movement action, in addition, the pilot takes a -10 penalty on Initiative and Pilot checks. Handpoints carrying no payload do not count for purposes of calculating encumbrance.

Because they are outside launchers or racks, the payloads on handpoints are vulnerable. Any time a starship moves one step down its condition track as a result of damage, half the payload in its handpoints are lost (chose randomly).

Although loaded handpoints are extremely obvious, a handpoint with no missile or mine attached (refueling holds against the hull, making them difficult to notice. DC 25 Perception or Use Computer check to detect, modified by "angle"). This makes them an excellent choice for any ship that goes into the rough fringes of the sparsely populated out still needs to pass for a civilian ship the rest of the time.

Hidden Cargo Hold

A hidden cargo hold is a large cargo area that is not on a ship's normal schematics, and that requires access through a false wall or hidden hatch. It is similar to smuggler's compartments (see Chapter 3 of *Starships of the Galaxy*), with two important differences. First, up to half a starship's cargo capacity can be converted to hidden cargo holds. Second, a cursory investigation of a ship reveals that a section of the ship can't be reached (requiring a DC 15 Perception check during a routine inspection lasting 1 minute + starship's cost modifier). However, it requires a closer inspection to find the access to the hidden cargo holds (requiring a DC 25 Perception check during a detailed inspection lasting 1 hour + starship's cost modifier). This makes such holds useful for smugglers who can bribe their way past formal inspections, depending only on their connections to keep their goods hidden from casual eyes.

It is also possible for a hidden cargo hold to be concealed as another part of a starship, such as weapons, air engines, or reinforced bulkheads. This is only slightly more effective, requiring a DC 20 Perception check during a routine inspection to realize not all is as it seems, and requires an additional emplacement point.

Holding Cells

Holding cells (often referred to as the brig or the detention block) are standard on capital ships and some smaller vessels (including patrol ships). Bounty hunters and pirates find it useful to add them to other vessels, and private "dungeon ships" convert the majority of their space to holding cells to act as far-flung prison outposts. Up to 10% of a starship's passenger capacity can be converted to holding cells.

A holding cell has reinforced walls (DR 10, 50 hit points), an advanced lock of 25 Mechanics check to bypass from the outside (DC 10 to bypass from the inside) and cameras and sensors that allow it to be monitored from remote stations. 5 equipment bonus on Perception check made inside the cell from the security post). A small port allows food and similar small items to be passed safely into the cell without exposing the pilot, and it can be used to make ranged weapon attacks into the cell (such as when it's necessary to stun a troublesome prisoner). Cells also include an moving DR 10, 50 hit points) to which binders and similar restraints can be attached.

Interrogation Chamber

An interrogation chamber is a holding cell specifically designed to force prisoners to confess their crimes and reveal their secrets. The starship needs at least one holding cell and the space must be for "interrogating one holding cell for a single prisoner. Important interrogation chamber. Interrogation chambers are favored by Imperial Inquisitors and bounty hunters, who often question associates of a wanted target.

The only "legitimate" use of an interrogation chamber is that the isolation and limited sensory input distort the prisoner's perception of time so you don't have to wait 24 hours to retry a failed Persuasion check, however, each attempt that uses an interrogation chamber requires six hours of uninterrupted questioning (Don't forget that a prisoner is completely at your mercy so you gain a +5 bonus on your Persuasion check.)

Additionally, when making a Persuasion check to intimidate a character into revealing a piece of secret information an interrogation chamber gives you the option of seeking information whose revelation would endgame the prisoner's life or the life of one of its allies. (Normally, you can't intimidate a character into doing this. See page 7 of the *Star Wars Roleplaying Game Rulebook*. This requirement to force the prisoner a blatantly evil action that will decrease your Dark Side Score by 1. Furthermore if you fail your Persuasion check the prisoner will attempt to give you an untrue answer that it believes you want to hear, gaining a +5 bonus on his Deception check for every point by which your Persuasion check failed.

Personalized Controls

One advantage of smaller ships is that their controls can be personalized to allow the single character controlling a given ship's function to have every thing suited to his or her preferences. This level of personalization simply isn't possible on ships with dozens or hundreds of crew members.

Any or all of the basic functions performed by a freighter or starfighter pilot (pilot, gunner, commander, system operator, or engineer) can be personalized to a single operator function. The price is paid for personalizing the controls of one of these positions.) Personalized controls grant that one character a +5 bonus on checks with any skill relevant to that crew position, usually Mechanics, Pilot, or Use Computer. However, the high degree of personalization also makes it more difficult for anyone else to use the controls, giving any other character a -5 penalty on skill checks relating to the same position.

Plasma Punch

Designed and produced by the Drever Corporation, a plasma punch is a massive plasma drill that can create airlocks where none exist, boring through the hull of a ship. The plasma punch resembles a dinner-shaped plasma emitter that connects to the hull of a ship via three magnetic limbs, with the emitter facing directly at the spot where the hole is to be drilled. A plasma punch works faster than a plasma torch (halving the target's DR for the purposes of determining how long it takes to drill through the hull) and attaches itself to the hull of a ship without the need for a tractor beam. Though the target ship must have been drawn into the ship's square by a tractor beam.) A plasma punch functions otherwise exactly as a plasma torch.

Plasma Torch

A plasma torch is a modification of a tractor clamp (see below), used to cut through the hull of another ship. This is possible only when a ship is secured by the tractor clamp. The plasma torch creates a hole through the secured ship's hull allowing rescue crews (or more likely pirates) to board the secured ship at a point other than an airlock. The plasma torch cuts a hole between major structural elements of the secured ship, so the damage done by its operation is minimal. For every point of DR of the secured ship, it takes the plasma torch 1 round to cut through the hull, and the secured ship takes 1d6 damage (this damage bypasses the ship's DR and shields).

The hole created by a plasma torch is 2 squares wide (approximately 3 meters in diameter), big enough for troops to board in a column two wide. Since it takes a plasma torch a minute or more to cut into a secured ship, defenders might have time to attempt to seal up defenses and makeshift fortifications to repel boarders. It's not unusual for a space battle to end with a defeated ship secured by a tractor clamp, only for a second battle to begin within the secured ship.

Reinforced Keel

A starship's keel can be reinforced to allow it to survive greater physical shocks. Although this has no impact on a ship's DR or hull, it does cause the ship to take only half damage from collisions. If a ship with a reinforced keel rams another ship, it deals +2 damage per die of ramming damage (and still takes only half damage itself).

Rarely, pirate ships with reinforced keels are also built with a series of toring grapples around the nose of the ship, which is fitted with a large ark. Their boarding beels can be used to latch an enemy ship and immediately lock it into a ship with a boarding net successfully and another hit and deals enough damage. It may it one step down its condition track but two ships are stuck together. They had used trawl beams to drag themselves into the same square. The attack at the nose of the ramming ship then opens and allows boards to invade the target ship.

Security Bracing

Security bracing entails a series of internal bulkheads and clamps designed to put a portion of a starship, even if the ship is a whole is destroyed. Only major components and escape pods can benefit from security bracing. When the ship is reduced to 0 hit points by an attack that deals damage equal to or greater than its damage threshold, the destruction of the ship is delayed. The ship's HP from the damage dealt to anyone in an area protected by security bracing. Anyone outside this area takes damage equal to one-half the amount that exceeded the ship's damage threshold, as normal.

Security bracing is common in big luxury liners and diplomatic transport vessels.

Sensor Baffling

Passive Nightshadow anti-sensor coating is a sensor-deflecting material placed on the hull of a starship to avoid detection. Sensor baffling coating is frequently used on military scout ships to help avoid detection, but on a vessel coated with sensor baffling are often treated as suspicious vessels by spaceport authorities, making the baffling good for space runs but not as good for maintaining a low profile in legitimate ports. A starship with sensor baffling can make search checks to hide even without cover or concealment. However, if a ship moves a distance of more than its speed in one turn, this benefit is lost as the energy emitted by the ship's engine negates the sensor baffling advantage.

Sensor Decoy

A sensor decoy is a missile with an electronics package designed to make it look like a full-sized starship on sensors. Cargo ships and luxury passenger transports use such decoys in an effort to avoid pirate attacks. Sensor decoys are programmed to emulate the ship they are launched from, thus causing enemy sensors to show two identical ships flying away from each other.

A sensor decoy flies in a straight line at a speed of up to 5 squares, but it may not exceed the maximum speed of the ship that launched them. It takes a DC 25 Use Computer check to determine whether a sensor decoy is a fake at a range of 2 or more squares. However, the sensor decoy can't fool optical scanners (or the naked eye), so it is automatically revealed as a fake at a range determined by the launching ship's size: up to Daigun van, 4 square Colossal 2 squares Colossal (fragile) 5 squares Colossal (crusier) 10

squares Colossal (station) 20 squares. Sensor decoys have enough power for minute of high Reflex Defense + DRD 30 hp and damage threshold 0. Sensor decoys are effective only in the vacuum of space, in an atmosphere of any type, their profile and true nature become obvious to sensors.

The cost of a sensor decoy system includes the cost of three decoys. A single replacement decoy costs 500 credits base.

Sensor Mask

An extremely expensive modification that is both highly illegal and highly successful, a sensor mask is a combination of sensors, chemical and electronic emitters, holographic projectors, and other anti-detection systems that make detecting the ship difficult. Rather than attempting to hide the ship by negating sensor emissions, a sensor mask reads the signals emitted by enemy sensors as they strike the ship, and then replicates those same sensor signals on the far side of the ship, effectively making it seem like the sensor signals passed right through the ship (as though it were open space). A sensor mask adds +10 to the DC to use Use Computer check made to detect the ship.

TraCTOR Clamp

A tractor clamp is a special tractor beam designed to allow enemy ships to be quickly clamped on to and secured. Once you draw an enemy ship into your square (or drag yourself into the enemy ship's square if it is the larger vessel), you can use the tractor clamp to secure the two ships together for immediate boarding. This gives your ship a +5 bonus on grapple checks to keep the other vessel from escaping the grapple. Because a tractor clamp has a boarding tube attached to it, you can use it to place a boarding party in a specific area of the enemy ship. Tractor clamps can also be equipped with plasma torches (see above).

Workshop

A fully equipped starship workshop is able to do tasks just not possible with even the best handheld tools. A good workshop includes numerous benches and storage racks, a full set of permanently mounted fusion cutters, flood lamps, magnifying viewers, beam drills, tethers, power grabbers, clamps, and similar tools. It can be used to repair or modify anything from weapons to droids to ship's systems.

Mechanics checks and Use Computer checks made to repair, modify, or construct objects in the workshop for the starship in which the workshop is located gain a +2 equipment bonus.

STARSHIP CODEX

The following starships are good examples of the kinds of vessels found in the shadows of the galaxy. They are often found in the hands of pirates, bounty hunters, smugglers, and scum of every description.



GYMNOB-3 FREIGHTER

A long, segmented starship that was designed to compete with the Corbican Engineering Corporation's YT series, the Gymnob-3 light freighter is an armed vessel that has a detachable rocket designed to serve as an escape pod in case of emergency. The starship was quite sturdy, but due to some engineering flaws, it never saw the popularity its inventors hoped for. The ship is rarely seen outside of Correllian space, but some smugglers swear by the ship's durability despite its relative lack of public appeal.

CorrelliSpace Gymnob-3 Light Freighter

CL 7

Colossal space transport

Init: +; Senses Perception +6

Defense Ref 13 (flat-footed 13), Fort 28; +13 armor

hp 150; DR 15; SA 15; Threshold 78

Speed fly 2 squares (max. velocity 800 km/h), fly 3 squares (starship scale)

Ranged weapon: cannon +6 (see below)

Fighting Space 12x12 or 1 square (starship scale); Cover total (crew)

Base Atk +2; Grp +4Q

Abilities Str 45, Dex 10, Con Int +5

Skills Initiative +4, Mechanics +6, Perception +6, Pilot +4, Use Computer +6

Crew 1 skilled Passengers 4

Cargo 95 tons, Consumables 1 month, Carried Craft none

Hyperdrive x2, navicomputer

Availability licensed: Cost 38,000 (18,000 used)

Qued light cannon (pilot)

Atk +6, Dmg 4d10x2

KAZELLIS LIGHT FREIGHTER

A rare but highly prized cargo vessel, the Kazellis light freighter is an elegantly designed starship that has a number of advanced systems built into the stock model, including an advanced sublight drive that gives the ship a speed edge over even the popular YT series. Unlike many other light freighters, the Kazellis ship boasts modest shields right off the assembly line and has a quad light laser cannon for ship defense. With a sleek flying-wing design and a comfortable interior, the Kazellis light freighter is favored by smugglers who don't want to make a lot of modifications to their ships to get them in good, working order.

Kazellis Corporation Light Freighter

CL 8

Colossal space transport

Init +0, Senses Perception +6

Defense Ref 16 (flat-footed 12), Fort 26; +12 armor

hp 20; DR 10; SA 20; Threshold 76

Speed fly 6 squares (max. velocity 1,000 km/h), fly 4 squares (starship scale)

Ranged quad light laser cannon +6 (see below)

Fighting Space 12x12 or 1 square (starship scale); Cover total (crew)

Base Atk +2; Grp +38

Atk Options autofire, quad light laser cannon

Abilities Str 42, Dex 18, Con Int 14

Skills Initiative +0, Mechanics +6, Perception +6, Pilot +0, Use Computer +6

Crew 1 (skilled) Passengers 3

Cargo 100 tons, Consumables 2 months, Carried Craft none

Hyperdrive x2 (backup x12), navicomputer

Availability licensed: Cost 50,000 (23,000 used)

Qued light laser cannon (pilot)

Atk +6 (+1 autofire), Dmg 4d10x2

BURRONIAN CONQUEROR

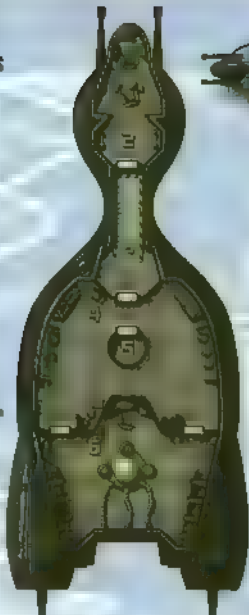
A relatively small starship, the Conqueror-class assault ship was originally designed with planetary defense in mind. The Burronian vessel boasts heavier weapons than most starships of its size and function, and is favored by many planetary security forces as system patrol craft. However, the Conqueror-class assault ship has also garnered favor with another segment of the fringe: bounty hunters. The vessel can be piloted by a single pilot if needed (the ship's double midline laser cannons can be brought under pilot control though they are typically commanded by a gunner), and the ship's interior is easily modified to accommodate a single holding cell. The Conqueror-class assault ship is also extremely fast for a space transport, making it invaluable in running down fleeing prey. Prince Xiro's replica droid assistant, Gun, pilots a Conqueror-class assault ship called the *Stinger*.

Surronian Conqueror-class Assault Ship



1 square = 1.5 meters

1. Cockpit
2. Escape Pod Access (Exit)
3. Boarding Ramp and Airlock
4. Main Cargo Hold
5. Laser Cannon Turret Access
6. Engine Compartment and Power Core



Conqueror-class Assault Ship



Conqueror-class Assault Ship



Surrenitor Conqueror-class Assault Ship

CL 11

Colossal space transport

Init +2 Senses Perception +8

Defense Ref 6 (Not-footed 12), Fort 26; +12 armor. Vehicular Combat
hp 120 DR 5, SR 30; Threshold 76

Speed fly 16 squares (max. velocity 1,000 km/h), fly 6 squares (starship scale)

Ranged 2 double medium laser cannons +8 (see below), and
light ion cannon +10 (see below)

Fighting Space 12x12 or 1 square (starship scale); Cover total (few
Base Atk +5 Grp +4)

Atk Options autofire (double laser cannons, ion cannons), fire-bnk (ion
cannons)

Abilities Str 42 Dex +8 Con +5 Int 16

Skills Initiative +2 Mechanics +8, Perception +8, Pilot +2, Use Computer
+8

Crew 3 (expert), Passengers 1

Cargo 25 tons, Consumables 1 month, Carried Craft none

Hyperdrive 5 (backup x10), navicomputer

Availability Restricted Cost 100,500 (46,000 used)

Light ion cannon (pilot)

Atk +10 (+5 autofire), Dmg 4d10 x2 ion

Double medium laser cannon (pilot or gunner)

Atk +8 +3 autofire, Dmg 5d10 x2

YT 1250

The YT 1250 is an upgrade of the YT 1200 and YT 1210, an unusual move on the part of Corellian Engineering Corporation (CEC) which normally leaves all upgrades and modifications in the hands of those who purchase their starships. However when the YT 1300 came out and became the best-selling small freighter CEC had ever produced, sales of existing YT 200 series freighters plummeted. Slurk with a huge bank stock they had expected to be able to sell at high new prices. CEC took drastic measures to redesign the older ships and remarket them as a "new" product.

The YT-1250s have 20% less cargo capacity than a stock YT-1210. It makes up for this with more powerful engines, heavier weapons, and a basic set of defensive shields. (It also has only six emplacement points free, as opposed to the 10 available in most YT-Series freighters). CEC presented the sturdy ships as appropriate for light defense duties, cargo duties in more hazardous regions of space, and as armed merchant ships able to protect freighter convoys. Although sales remained sluggish (especially given the ship's increased cost and reduced cargo room) CEC was eventually able to sell them all to small, peaceful systems and militant trade guilds (such as the Trade Federation).

Though never as numerous as the YT-1300s that replaced them, the YT-1250s are more durable, and thus more likely to remain active well into the Galactic Civil War and years beyond. They are popular with smugglers, pirates, couriers, and even a few bounty hunters. Like other CEC light freighters, most have been even more heavily modified by their owners over the decades, eventually bearing little resemblance to their stock origins.

YT-1250

CL 7

Colossal space transport

Init 5 Senses Perception +5

Defense Reflex 14 (Not-footed 14), Fortitude 17 +14 armor

hp 120 DR 5, SR 30; Threshold 72

Speed fly 12 squares (max. velocity 800 km/h), fly 2 squares (starship scale)

Ranged 2 double laser cannons +2 (see below)

Fighting Space 12x12 or 1 square (starship scale) Cover total

Base Atk +0 Grp +37

Atk Options autofire

Abilities Str 44 Dex 10 Con +5 Int 14

Skills Initiative 5, Mechanics +5, Perception +5, Pilot +5, Use Computer +5

Crew 2 (normal), Passengers 5

Cargo 80 metric tons, Consumables 3 months, Carried Craft none

Hyperdrive x2 (backup x16), navicomputer

Availability Licensed; Cost 170,000 (30,000 used)

Double laser cannon (gunner)

Atk +2 (+3 autofire), Dmg 4d10 x2

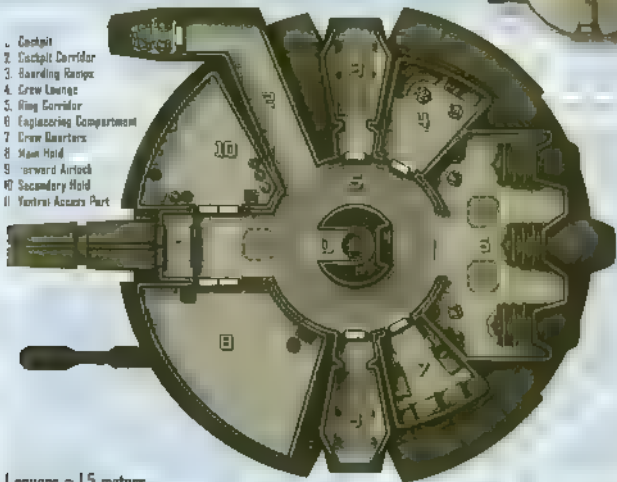
YT-1930

Actually a variant of the popular YT 1300 space transport (rather than an entirely new design) the YT 1930 is the immediate predecessor of the more popular YT 2000. Like the YT 2000, the YT 1930 places the ship's cockpit directly in the center of the ship, between the two forward prongs, and has upgraded shields, hull, and sublight drives. Only a small number of YT 1930s exist, as the innovations in its design have been implemented in a starship built from the ground-up, the YT 2000, making this variant model relatively obsolete.

Correllian Engineering Corporation

YT-1250 Transport

1. Cockpit
2. Cockpit Corridor
3. Boarding Ramp
4. Crew Lounge
5. Ring Corridor
6. Engineering Compartment
7. Crew Quarters
8. Main Hold
9. Forward Airlock
10. Secondary Hold
11. Ventral Access Port



Corellian Engineering Corporation YT-1300 Transport CL 8

Colossal space transport

Init: 3, Senses Perception +8

Defense Ref: 4 (Flat-footed 13), Fort: 28, +13 armor

hp 350 DR 5 SH 15 Threshold 78

Speed fly 2 squares (max. velocity 950 km/h), fly 3 squares (starship scale)

Ranged medium laser cannon +3 (see below)

Fighting Space 12x12 ft + square (starship scale); Cover total (crew)

Base Atk +2 Grp +40

Abilities Str 48, Dex 12, Con +, Int 12

Skills Initiative +3, Mechanics +6, Perception +6, Pilot -3, Use Computer +5

Crew 2, Passengers 6

Cargo 200 cons, Consumables 4 months, Carried Craft none

Hyperdrive +2 (backup +12) navicomputer

Availability licensed Cost 35,000/52,000 used

Medium laser cannon (cockpit)

Atk +3, Dmg 4d10x2

UGLIES

Uglies are starfighters created by bolting on a different starfighter designs together. They are never built from scratch in their "ugly" configurations, and they are ugly, shunned by any legitimate navy power. However, given that starfighters are built in modular parts and that much of the common technology in the Star Wars universe uses centuries-old set of standardized sizes and connections, it becomes more practical than it would first appear to create such hybrid designs.

Uglies are generally found in the hands of pirates, slaves, smugglers, and other groups that have the ability to steal starship parts (or buy them off the black market) but lack the resources to purchase or maintain conventional starfighters. Many uglies are created when a pirate fleet hijacks several large cargo ships and discovers they have the cockpits of one starfighter type and the engines of another. Others are built as one-off designs by techs trawling through the junk from sand crawlers or space graveyards and old starship battlefields. Most, however, are the result of having a mismatched group of second-hand fighters and none of the spare parts needed to repair them. So outland techs patch together working parts from whatever source they have on-hand.

Because of their piecemeal nature, all uglies are unreliable (see the rules for unreliable ship earlier in this chapter, even when receiving proper maintenance).

C-wing Jgly

The C-wing, also known as the Corellian/B-wing ugly, is a typical example of a starfighter built from pieces found, listing about until a major starship battle through the event configuration of C-wings vary, they are essentially a YT-series light freighter cockpit bolted on to a B-wing's main fuselage.

These uglies originally came about because the New Republic determined that a B-wing battle damage included the complex gyration rotation section, it was cheaper to build a new starfighter than to repair the complicated mechanism. Thus, many B-wings with that damage were left behind at battle sites. The C-wing design gets around this problem by taking out the rotating component entirely and turning the B-wing fuselage sideways in normal flight.

The big freighter cockpit gives the fighter room for a pilot and gunner, as well as two passengers. Though passenger seats normally sit empty, the C-wing could be used as a short-range armed shuttle. The spacious accommodations (by starfighter standards) also allow a C-wing to go on longer range missions than normal, in relative comfort. In fact, if a C-wing were to sacrifice firepower for a sensor suite, it might make a fair scout fighter.

C-wing Jgly Fighter

CL 8

Gigantism +4 fighter

Init +1, Senses Perception +9

Defense Reflex 13 (Flat-footed 12), Fortitude 23, +7 armor

hp 100 DR 10 SH 10 Threshold 43

Speed fly 8 squares (max. velocity 650 km/h), fly 2 squares (starship scale)

Ranged assault laser cannon +5 (see below) or

Ranged light ion cannons +3 (see below) or

Ranged proton torpedo launchers +3 (see below)

Fighting Space 4x4 ft + square (starship scale); Cover total (crew)

Base Atk +0 Grp +28

Atk Options autofire (light ion cannons)

Abilities Str 36, Dex 13, Con +, Int 16

Skills Initiative +1, Mechanics +5, Perception +5, Pilot +1, Use Computer +5

Crew 2 (normal); Passengers 2

Cargo 450 kg, Consumables 2 weeks, Carried Craft none

Payload 8 proton torpedoes

Hyperdrive +2

Availability Restricted, Cost 110,000 credits

Assault Laser Cannon (pilot)

Atk +5, Dmg 3d6x2

Light Ion Cannons (gunner)

Atk +3 autofire Dmg 4d10x2 roll

Proton Torpedo Launchers (gunner)

Atk +3, Dmg 10d10x2

Clutch Ugly Fighter

A clutch is an unusual ugly "resulting from an effort to improve upon the first" starfighter, rather than a simple need to merge disparate parts and hope the end result could fly. The first clutch uglies were used by Moff Tiaan Tynne and her gang of pirates based out of the Scar Destroyer *Invincible* in the years after the battle of Endor.

Clutches are built by taking the solar panels off a TIE/ln, and rebuilding the panels into three "fins," one mounted above the cockpit and two mounted below (doubling as landing gear). Additional windows are cut into the cockpit for added visibility, and an ion cannon boaters the normal complement of ion laser cannons.

The result is an amazingly maneuverable starfighter with no hyperdrive, little armor plating, and no missile weapons. A basic shield generator improves survivability, but it doesn't help much. Though a swarm of clutch fighters can take down slow convoy ships with ease, they are no match for military starfighters piloted by military soldiers. In truth, the design shows promise but requires the professional redesign of a starship designer, which they are unlikely to receive.

Clutch Ugly Fighter

Huge starfighter

Init +2, Senses Perception +6

Defense Reflex 18 (flat-footed +1), Fortitude 24, +3 armor, Vehicular Combat

hp 50; DR 10, SR 5, Threshold 34

Speed fly 16 squares (max. velocity 900 km/h), fly 4 squares (starship scale)

Ranged laser cannons +7 (see below) or

Ranged ion cannons +7 (see below)

Fighting Space 3x3 or 1 square (starship scale). Cover total

Base Atk +2, Grp +26

Atk Options autofire (laser cannons)

Abilities Str 38, Dex 26, Con—, Int 16

Skills Initiative +12, Mechanics +6, Perception +6, Pilot +12, Use Computer +6

Crew 2 (skilled), Passengers none

Cargo 25 kg, Consumables 1 day, Carried Craft none

Hyperdrive None

Availability Military, Cost 45,000 used

Laser cannons (pilot)

Atk +7 (e2 autofire), Dmg 5d10x2

Ion cannons (pilot)

Atk +5, Dmg 3d10x2 ion

X-TIE Ugly Fighter

An X-TIE is created when the hull of a T-65 X-wing is given the solar panels of a TIE/ln rather than its normal S-foils. These ships are mostly built by the Corellian Defense Forces, and less savory groups with ties to Corellia. During the Galactic Civil War, hundreds of incomplete T-65 starfighters are seized by the Empire when Incom Corporation goes over to the Rebel Alliance. Not wanting to see the incomplete starfighters fall into Rebel hands and not interested in using politically tainted designs, the Empire stored the seized materials in Corellian space stations. Though never officially lost or sold, the hulls found their way into the hands of various Corellians within a few years.

There is no good way to acquire S-foils to mount on the X-wing hulls, but TIE/ln solar panels and ion thrusters are extremely common. Although no one knows who was the first to have the "brilliant" idea of mounting the panels on X-wing hulls, the design has proven serviceable if not particularly effective. Lacking shields, the starfighter relies heavily on its high maneuverability and X-wing hyperdrive. X-TIEs are numerous enough that many remain in service at least as late as the Corellian Insurrection.

A variant of the X-TIE is the X-Cepto, which uses TIE interceptor panels. These starfighters are essentially the same as the X-TIE but with two additional laser cannons and a proton torpedo launcher.

X-TIE Ugly Fighter

Gargantuan starfighter

Init +4, Senses Perception +6

Defense Reflex 15 (flat-footed +1), Fortitude 28, +6 armor

hp 140; DR 10, Threshold 48

Speed fly 16 squares (max. velocity 1,050 m/h), fly 4 squares (starship scale)

Ranged laser cannons +4 (see below)

Fighting Space 4x4 or 1 square (starship scale). Cover total (crew), +5 (astronetch droid)

Base Atk +0, Grp +33

Atk Options autofire (laser cannons)

Abilities Str 46, Dex +8, Con—, Int 14

Skills Initiative +4, Mechanics +5 (+13*), Perception +5, Pilot +4, Use Computer +5 (+13*)

Crew 2 plus astronetch droid (normal); Passengers 0

Cargo 110 kg, Consumables week, Carried Craft none

Hyperdrive x1.6, 10-jump memory (astronetch droid)

Availability Military, Cost 60,000 credits used

*If the ship has an astronetch droid, use these skill modifiers instead

Laser cannons (pilot)

Atk +4 (e1 autofire), Dmg 5d10x2

Illustration by [illegible]

Illustration by [illegible]

CHAPTER III FRINGE CAMPAIGNS





Carrying the message to those who building houses of straw. The most likely and common are on easily accessible, and perhaps even immune, to the rule of supply and demand sometimes prevents necessary goods from reaching those who need them most—except at exorbitantly high prices. Smuggling enables important supplies to reach their intended targets, without the costly and time-consuming red tape of a slow land or their interstate bureaucracy. Certainly, the smuggler makes a profit from smuggling needed goods; without profit, he would not effort to remain in business. Still, a reasonable mark-up is what drives the free market smuggling profession.

Heroes in a Star and Vortex campaign might be those who have grown up a life of crime to make their fortunes, cultivating expediency over ethics and using guile and force to do what others must hard work and cooperation to accomplish. Alternatively, the heroes could be noble-spirited individuals struggling to rise above their environment and make something of themselves, fighting the temptation to take the easy way out.

All this is risk, for the call for fringe heroes to grow and thrive—both the characters and as individuals who resist this day drama to establish their own individual empires.

A GATHERING OF ANTI-HEROES

When the heroes in the campaign are lying, stealing, and killing at their own morality question and more of a matter of expediency, the Gamemaster might give a tough time getting them to cooperate with each other long enough to defeat common goals, but does complete the campaign's story arc.

Because fringe campaigns might involve morally ambiguous characters, concepts, the Gamemaster should spend some time before the first actual play session of a campaign to talk with the players about their characters—particularly their philosophies on good, evil, and breaking the law. After all, it is far better for the players to find out about potential roleplaying conflicts before they snap up, and either adjust their character concepts accordingly or agree that their heroes will simply disagree with each other.

Furthermore, the players can use this discussion to decide, with the Gamemaster's input, their heroes' backgrounds—and talk among themselves about how the characters know each other, and, more to the point, why they were willing to work together. If a player intends for his hero to be something of a loner, or a figure of mystery, the Gamemaster find the other players who be a bit more prepared and perhaps work with the player—in private, if necessary—to develop a reason for the "mystery loner" hero to join forces with the other heroes.

The Gamemaster might also want to consider preparing an "introductory" session, aimed at bringing the heroes together and establishing a common theme. Given the variety and stage number of threats that face fringe heroes, it should not be difficult for the Gamemaster to present one that the heroes find they have the ability—and desire—to confront and overcome together.



SHARED HERO BACKGROUNDS

It's often the best way to bring the heroes together and about them to share a common goal is to provide them with a shared background. Hero A is friends with Hero B, who once worked with Hero C, who is related to Hero D, and so on. Ideally, the players can derive these relationships themselves in the roleplay discussion, with some input from the Gamemaster, and set up reasons for the heroes not only to work together, but also to be in the same place when the campaign's first adventure begins.

For example, Lesk Hieshai is an aspiring bounty hunter. But his clever but focused so much on Lesk's information-gathering abilities that he has neglected to provide a way for Lesk to travel the galaxy (he has not selected Pilot as one of his trained skills). Lesk turns to his old friend Weis Hillspringer who owns and operates a short-range shuttle service out of Corellia, flying a broken-down old Orinex 720 freighter with the help of his partner and pilot, a Sullustan mechanic named Sall. To make the freighter a bit more hyperspace worthy, though, they need money, so they contract with a shady Bolan con artist named Eurrek Joranvuk, who agrees to bankroll them provided they cut him in on their profits from both bounty hunting and shuttling passengers and cargo. To ensure that he gets his fair share, Eurrek insists on "flying along with them" though, really, he's on the run from people he swindled, and needs to stay mobile for a while! and he brings along his young protégé, a Gungan soldier named Winkin Wuppi. Winkin acts as Eurrek's assistant in his scams and his bodyguard otherwise—and he is more than willing to help Lesk Hieshai apprehend bounties.

Obviously, the Gamemaster should discourage the players from concocting overly complicated and elaborately intertwined backgrounds, not only can they derail the campaign with their own interests and concerns, but they can easily transform themselves out of starting the adventure itself. Each player needs only one good reason to want to work with one other hero, and provided two heroes don't create an "exclusive arrangement" with each other, all the heroes can come together to form a group.

Of course, just as with their character concepts, the Gamemaster has final approval on the heroes' shared backgrounds.

COMMON ORIGINS

If the focus of a *Star Wars* campaign doesn't preclude it, the heroes might commence the first story arc operating with some common elements. The Gamemaster should divulge common information relating to the first story arc during the players' precampaign discussion and encourage them to work it into their heroes' backgrounds.

Below are short examples of campaign ideas particularly suited for *Star Wars* and *Villains* campaigns, which should help the Gamemaster generate opportunities for the players to build common bonds.

- The heroes are members of a criminal organization that was crushed by a more sinister rival. The heroes are now out for revenge.
- The heroes are the assistants and associates of a renowned con artist, who has recently been arrested by the Empire. Their goal is to run a con on the Empire itself, convincing them to let their mentor go free.
- The heroes are a team of bounty hunters who inadvertently become instrumental in a war between two houses of bounty hunters.
- The heroes are the crew of a freighter regularly smuggling illegal cargo from Mutt Space to the Rebellion—but they fall into an Imperial trap and are forced to spy on the same Rebels they are supplying.

Clearly, any campaign idea that "railroads" the players into creating certain kinds of characters is suboptimal, and the Gamemaster should strive not to impose limitations on character types based on the kind of campaign they're playing in. One of the heroes on the freighter crew, for example, could be an imperial agent who set out to use the crew to spy on Rebel ship movements, but has since had a change of heart. The bounty hunters could be a loose association of scoundrels, soldiers, nobles, and even a Jedi! It all depends on how they define their heroes' motivations—and what secret information, if any, they arrange with the Gamemaster.

Using common campaign elements doesn't merely give the players ideas with which to generate shared backgrounds—it provides insight into what kinds of heroes would best fit the campaign. The Gamemaster can also use more specific setups to put the heroes on common ground at the start of the campaign, and give them easy hooks with which to connect to one another.

ALLIES

Fringe campaigns are practically tailor made for the heroes to share the common bond of allies—criminal organizations, bounty hunter houses, smuggling rings, and so on—who provide the heroes with equipment, safe havens, transport, and jobs. In exchange for the heroes' loyalty (or at least their discretion) these allies arrange for the heroes to work together again and again, and make their goals—which is to say the campaign's goals—those of the heroes as well.



1. Name of the artist: _____
 2. Title of the work: _____
 3. Date of the work: _____
 4. Medium: _____
 5. Location: _____
 6. Description: _____
 7. Notes: _____

8. Name of the collector: _____
 9. Date of acquisition: _____
 10. Price: _____
 11. Provenance: _____
 12. Notes: _____

LOCATION

13. Address: _____
 14. City: _____
 15. State: _____
 16. Zip: _____
 17. Country: _____
 18. Notes: _____

At least the location the Gamemaster must provide a reason for why the heroes can be there at the same time and lay out incentives for the heroes to "read" with one another. Furthermore, if at least one of the heroes calls the location home (or just a place where the hero regularly hangs out), the heroes can expect to be "culturally" similar with the area. They know where the best equipment, where to look for work, who the community's movers and shakers are, and so on. It also makes them privy to local rumors, which gives the Gamemaster an easy way to skip the heroes a few adventure hooks.

If the location is important enough to the heroes (or even if the playstyle just fond of it), it could easily serve as the central setting for the entire campaign, a kind of "home base" out of which they operate. From a tiny, uninvited where the heroes meet to plan their crimes, to an entire planet suspiciously mired in poverty, misery, and crime, the location could easily become the springboard for all the heroes' adventures.

- The heroes are inmates in the spice mines of Kessel.
- The heroes are smugglers who operate out of Nar Shaddaa.
- The heroes all hang out at the same cantina in the Mos Eisley spaceport, and learn that the owner has to sell off their place to a disreputable local and try to cover gambling debts.

EVENT

Events can also drive the heroes to band together and take action. If the heroes all experience a life-changing event—either together or separately, and perhaps from completely disparate viewpoints—they can forge the bond necessary to impel them along the way toward the campaign's goals.

The rich history of *Star Wars* provides plenty of major events that could affect fringe heroes and drive them to the ether fight against the injustices they witness or suffer themselves in for a piece of the action.

- The Clone Wars could turn honest, hardworking heroes into refugees or, at the other end of the spectrum, war profiteers—though they might use a portion of their gains to help other innocent civilians to escape or avoid the line of fire.
- The destruction of Alderaan could create a power vacuum in a criminal organization, giving them an opening in their own bid for domination of the galaxy's underworld.
- The fall of the Empire could leave a number of former imperials—supply officers, shuttle pilots, command school cadets, and so on—with no means of support, encouraging them to turn to a life of crime to make ends meet.
- The bounty on Jedi offered by the Yuuzhan Vang could turn the heroes into Jedi hunters—or, conversely, to pose as Jedi hunters, while secretly helping the Jedi escape worlds held by the invaders.

THE COMMON CAUSE

The heroes can also come together in support of a common cause. It could be as simple as saving the life of a friend or a friend they all share, or it could be as complex as bringing a criminal empire to its knees. Perhaps the heroes want to strike a blow at the Empire by undermining its authority whenever and wherever possible, perhaps they want to drive the Yuuzhan Vang out of Hutt Space. Provided that cause is not so easily accomplished, it can make for an ongoing succession of adventure hooks to keep them pursuing the cause for many sessions to come.

CAMPAIGN ELEMENTS

To create a specific atmosphere for the players, the Gamemaster should incorporate elements and themes that the players associate with the campaign type. These themes define the campaign, just as the themes of embracing adventure, fighting oppression, and using the Force define *Star Wars*. When those themes are absent, *Star Wars* doesn't seem like *Star Wars*. The Gamemaster does not need to introduce every theme into every encounter or adventure, however; if they are always absent, the players might feel as though something is missing (even if they cannot identify what it is).

For a *Scum and Villainy* campaign, the themes might include finding a way to pay the bills, making do with available technology, dwelling on the edges of the known galaxy, and never being sure who to trust. The campaign elements on the other hand, include obsolete technology, seedy locales, and alien watches from every corner of the galaxy.

BLEAK PROSPECTS

Surviving on the fringe is hardly easy when jobs are few and far between—and honest jobs are even harder to come by. When a hero can find a job, chances are that it does not pay as well as the hero would hope—he might be expected to "lick up" a huge percentage of his employer's cut, the risk-to-reward ratio is unreasonably high. Either way, taking the job might not completely pay the bills, and might, in fact, land the hero on the next prison planet for life.

It is this shortage of steady work that drives desperate fringe heroes into lives of scraping by on the bare essentials or falling victim to the lure of easy but illicit profits. Crime is a seductive option when one has no place to stay, no even food to eat, but legitimate employers have no use for you or your skill set—no matter how competent you are. As a result, finding work is more complicated than showing up and signing a contract. Fringe heroes might have to wait days or even weeks for an opportunity, even a meager one. Still, every credit counts, so even the fastest blaster in the sector might take up asteroid mining to make ends meet.

Adventure Hook

Money is getting tight for the heroes, and they might not have enough to pay the work orders or hire new portals to deliver resources to their provisions. Fortunately, as they are breaking orbit on Rodia, they pick up a notice on the planetary information channels that Tullio, a local entrepreneur, needs immediate passage to Riolon, where his spouse has been beset by troubles. In exchange for getting him there and back, he's willing to pay their docking fees (both on Rodia and Riolon) and restock their ship. Tullio spends nearly every minute of the trip conducting business through the ship's communication systems, and soon starts asking for little favors: "a brief stopover on Tajocone to talk to my foreman," "an overnight stay on Gennous while I meet with the rheumatologist hiding my artery here," "a last side-trip to Probus to settle a labor dispute with the local Gammaran workers," and so on. The heroes quickly come to realize that Tullio is just using them as a private shuttle service to get things done. He uses the ship as a hangar for the most precious and daring fees. Tullio is willing to come out a few more credits to keep the heroes happy with the arrangement, but after payment has been made, he's too vested in his small profit, keeping them on the hook as long as possible until they turn him out of his ship. True to form, Tullio tries to resolve the dispute by bringing in him a mediator, but he still negotiates for the lowest possible payment he can make.



RETRORADIO TECHNOLOGY

Life on the fringe all too often involves making do with what's at hand. Fringe heroes can't afford to be choosy when it comes to their equipment, and they might spend more time repairing their gear than using it. Worse, they don't have the luxury of spending good credits on new and improved gear; they might be lucky to have any equipment at all, in fact. Their most realistic goal is to have working gear when they need it, even if it works only once.

As a result, Fringe Mechanics score can sometimes offset the drawbacks of previously owned equipment as it has a function, but it doesn't have to be perfect. At the end of the day, it is a scrappy deal, and it might turn out to be just as dysfunctional as it is ugly. New equipment is obviously best, but it might not be available to the heroes, even when they finally have enough money to afford it. Their options are likely to have only one "cheap" stuff, but might also be a bit reluctant to direct good customers to other merchants.

Adventure Hook

The heroes visit a local scrap dealer to scrounge for usable equipment and discover a deactivated droid that a destroyer droid used as a pile of junk. A quick inspection reveals that the powerful droid is asking only a power source even better than his last memory chip until it can be reprogrammed to serve the character's needs. But the scrap dealer doesn't seem to know what kind of droid it is, the mistakes it is making on a fifth-degree labor droid, and tells them that he has to check, but he could probably let them have it for a couple thousand credits. However, the heroes, curious, ask around his curiosity, and he asks them to come by again the next day if they still want it. That night, the scrap dealer determines what kind of droid the destroyer is and contacts another local industrial buyer. Unfortunately, the demonstrators' destroyer droid's behavior, the scrap dealer has no power to up and down herself. The heroes arrive at the same time as the other buyer, and both parties discover simultaneously that the destroyer droid is now fully active and has the droid's freedom to find a pile of scrap armor plating. Desperate, the dealer makes both buyers an offer: Whoever can shut the droid down can have it for a mere 1,000 credits.

THE PRICE OF TRUST

Even when Fringe heroes can make that big score, they still find a good job and they still have money power freedom and all the other comforts of home. They have absolutely no guarantee that they can keep it all, and so any enemies they might have made in their rise to fame and fortune here are those who are sure as a star in the night, and they are of the friends of the people who take advantage of it. They might be money, but they are not. It is a desire to be a part of the money power, and they are the motivation they are willing to bet on, in the end, they are nothing but the consequences with the profits from the betrayal. They feel any pang of guilt at all.

In a fringe campaign, the players shouldn't take anyone's friendship for granted. At the very least, they should understand the difference between an ally and a friend—see “Allies and Contacts” below—and why they should strive to be good friends with every non-player character. (or at least have more fun on the NPCs than the NPCs have on them). This situation can rapidly escalate out of control, however, and lead to the heroes treating everyone around them as a potential enemy—particularly anyone who seems too helpful, too generous, or just too friendly.

Although this sort of paranoia is an excellent tool for setting the scene, the Gamemaster should be cautious about overusing sudden betrayals. Few players relish games of intrigue and deception because it creates a higher level of tension for the player (not just the character). Above all else, a roleplaying game is supposed to be recreation, and any roleplaying game that causes its players actual stress is denying them that much of the fun.

Worse still, once betrayal becomes inevitable in the players' minds, even if they only imagine it, the players become hardened and cruel—just like real criminals—and see nothing wrong with hurting and betraying everyone around them in a problematic situation in any campaign.

Adventure Hook

After making a modest profit in a less-than-legal fashion, the heroes run afoul of the authorities, who seem to have been tipped off about the heroes' plans. The heroes narrowly escape and, upon returning to their base of operations, start discovering that various friends, allies, contacts, and acquaintances seem somewhat surprised to see them. Everyone, it appears, has heard that the heroes were ambushed by the authorities—apparently before the ambush happened—and everyone had assumed the heroes would not be returning. As the heroes do a bit more digging, they find that the rumor started with one of four people: the Twi'lek who told them about the job, the Bothan bander who was going to launder their credits for them, the Human supply officer who they bribed for the information they needed to pull the job, or their Human friend, at whose home or place of business the heroes planned the job. Now the heroes must determine which of these people sold them out—perhaps by checking their accounts for unexplained deposits, or feeding them false information, or perhaps just by beating the answer out of them—and stop it from happening again. Even if it means an old friend takes a permanent vacation.

THE EDGE OF SPACE

Finally, because fringe heroes might be called upon to perform the tasks that no one else wants, it falls to them from time to time to make the long, lonely journeys to the edges of the known galaxy. Identify anything out there needing and/or requiring exploration not on a salvagers' starships from becoming lost in the uncharted wilds of hyperspace, but it introduces the Republic to potential new members, leads the Empire to potential new

subjects, provides the galaxy with more resources, and most importantly opens up new trade routes. A fair percentage of the revenues generated by such discoveries finds its way back into the hands of the discoverer—so even if the work is boring, tedious, and unrewarding, when it does pay, it pays big.

Explorers spend their time in deep space, aside from the rare stop on inhabited planets to “do research and collect a few strange specimens” to add to the vast database of interstellar hazards that other spacemen use to safely find their way from place to place. The life of an explorer is not particularly action-packed, so, while this sort of element might make an interesting diversion from time to time, it is difficult to build a campaign around—the exception, of course, being that rare situation where the heroes find something *Surli* insurers should never be handled as run of the mill encounter: the Gamemaster should impress upon the players just how unusual it is to discover a new planet, or a new civilization, and perhaps even build a long, linked series of adventures around it.

Adventure Hook

The heroes are exploring the farthest reaches of the *Mynos* Cluster when they find a trail of Cronau radiation leading outside the known boundaries of the galaxy. Following it, they discover a planet inhabited by a species never before encountered: the *Etrax*, humanoid aliens with multiple eyes. The *Etrax* are essentially peaceful: they had found a Republic starship that had crashed on *Etrax* (with no survivors), repaired it over the course of several years, and were finally living it out into space in an attempt to make contact with species and cultures other than their own. When the heroes bring news of *Etrax* back, they are richly rewarded—but soon learn that their reward is a “bribe fee,” and dozens of opportunistic traders, slavers, and would-be conquerors are now headed to a trusting and unsuspecting *Etrax*. If the heroes do nothing, they keep their reward—but, if they go back to *Etrax* and interfere with the “just and legal flow of commerce” (for example, by warning and arming the *Etrax*, or perhaps helping them apply for and receive membership in the Republic), they forfeit their finders fee.

ALLIES & CONTACTS

The nature of living on the fringes of society hardly lends itself to trusting other people: a *Surli* smuggler who is the heroes' best friend today might turn them in to the Empire for a reward tomorrow. Trust has to be earned, even then, it can be bought and sold, just like anything else.

MAKING ALLIES

Allies come from all walks of life, from the corrupt government officials who protect the heroes' very confidential shipping schedules and cargo manifests to the retired crime lord who coaches the heroes on how to carry out their criminal endeavors the way he did when he was their age. They aid the heroes out of a common interest, be it as noble as “righting wrongs” or as base as making profit. In any case, they provide their assistance free of charge, as long as the heroes maintain good relations.

Q20	KEY ABILITY	CIRCUMSTANCE	STARTING
RQ1	CONTACT LEVEL	MODIFIER	ATTITUDE
-2	Hero's level - 3	+0	Friendly
+5	Hero's level + 2	+1	Indifferent
+6-8	Hero's level + 1	+0	Indifferent
+9	Hero's level	+0	Indifferent
+13-15	Hero's level +	+3	Indifferent
+16-18	Hero's level + 1	+2	Indifferent
+19-20	Hero's level + 5	+4	Hostile

A character might become an ally of the heroes if the heroes can change the character's attitude to friendly or helpful using the Persuasion skill. A character with a "friendly" attitude and the heroes will happen after advice, information, or when asked a question as long as no significant risk or penalty is involved. Characters with a helpful attitude and the other hand is quick to run and join the heroes when danger arises even if the helpfully ally stands in gain of the situation. A helpfully ally will accept significant risk but not for harm, loss, and cost to assist the heroes.

Of course allies gain by exploiting the heroes' strength. Each time the heroes gain any kind of a distance from the ally, they should make

a Persuasion check once again. If the Persuasion check does not equal or exceed the character's Will Defense, the ally will once again up the ante from "friendly" to "indifferent." For example, the Gamemaster should grant the heroes a +1 circumstance bonus on their check. They are polite and sympathetic in with the hero but will raise the character's Will Defense by 2. They are particularly opinion of rearranging.

If the ally's attitude towards the heroes ever drops to "indifferent," the ally begins to free the hero's "lower anti-gang" and the hero's shows of anger. With the Persuasion skill, the heroes will be able to help them. They can make another Persuasion check a +10 penalty instead of the usual +5 penalty for "indifferent" characters. If the ally's attitude drops to "hostile," the heroes does not equal or exceed the character's Will Defense, though the character no longer considers the heroes his ally, and becomes "merely a contact" (see below).

For more information on changing an ally's using the Persuasion skill, see Table 4-4: Attitude Steps on page 101 of the 3rd Edition core rulebook.

MAKING CONTACTS

The heroes are always in a difficult position in the world; necessary to get the job done, they have the power to do things that are not. Sometimes they need help from other people who have what they need. Often, the situation is a lot more complicated than the heroes have a "relationship" at the level of "independent" or "neutral." At these times, the heroes need a contact.

Contacts are often people who are around the heroes in a small, solid, or work as hired guns. They are not high-ranking officers have picked up a lot of useful information over the years. They rarely are at the heroes' though they might provide information in return for a "favor" assuming the cause is just.

The heroes can establish a business relationship with a contact by making a Persuasion check. The heroes get a +10 bonus on the character's



A DARK, IRREGULAR, CIRCULAR OBJECT, POSSIBLY A COIN OR A PIECE OF METAL.

TABLE 1. Continued

ATTITUDE	FEE	SPECIAL
AT 100%	+50%	
AT 75%	0%	
AT 50%	-50%	The heavens owe the contact a minor favor.
AT 25%	0%	The heavens owe the contact a minor debt.

He differs. He doesn't want to do business with his friends.
He's afraid of the police. He's friendly to his friends.
He's not a hero. He keeps his friends for his interests. He's
not a man of his word. He doesn't give his friends
opportunities (usually before approaching anyone else).

company heroes on their adventures. (There are easier ways to make money than risking one's life: that's a job for heroes and fools. A conman tends to be a downer, and he's helping someone who is a villain. He's helping the villain.)

GENERATING ALLIES AND CONTACTS

- Gamemasters need to know exactly what is what in a PC play.
- An adventuring Gamemaster can tell us about other adventures and generate the PC "relevant" information on their character's experience when they're confronted with any of the things that he or she has contact with.
- The Gamemaster can tell us about the PC's experience with the things that he or she has contact with.
- The Gamemaster can tell us about the PC's experience with the things that he or she has contact with.

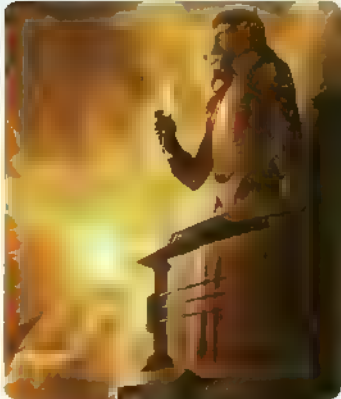
Deception (deceptive appearance), [Cha] Gather Information [Cha], Know (fly), any [Int], Mechanics (jury, eg, modify droid, repair, repair droid, or object) [Int] Perception (eyedrop), [Wis], Pilot (Dea), Stealth (conceal Dea), Survival [Wis], Treat Injury [Wis], or Use Computer [Int]

In either case, the character can offer the hero a total of (NPC's gold reward) + (gold cost of equipment) in equipment.

Thus, the persuader is not who a consumer argues a case in
his or her credit or a favor of their own. The persuader is a
person who is not a consumer. He or she can make a persuasive effort
for a consumer to alter and reduce the consumer's burden.

...and costs such as new office equipment or commodities the
...provides) increase the overall cost. The hero can make a Persuasion
...he will ... equals down to 00% as normal

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RISKY BUSINESS

Life in a Scout and Villainy campaign depends on being able to make an honest victory of it all. Along the way, the heroes might have to dodge scam artists, gamblers, crime lords, and the law, doing whatever it takes to keep their hard won credits from being brought their fingers and middle fingers into the wrong hands. Of course, the wrong hands is a little subtle, isn't it?

[illegible]

ADVENTURE CL

EASY DC

MEDIUM DC

MODERATE DC

HARD DC

HEROIC DC

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30
31	32	33	34	35	36
37	38	39	40	41	42
43	44	45	46	47	48
49	50	51	52	53	54
55	56	57	58	59	60
61	62	63	64	65	66
67	68	69	70	71	72
73	74	75	76	77	78
79	80	81	82	83	84
85	86	87	88	89	90
91	92	93	94	95	96
97	98	99	100	101	102

The heroes can take on honest jobs, but those don't pay anywhere near as well as crime. Even with legal jobs, though, employers are wary of work-for-hire contractors, and dole out only the small, low-risk assignments at first, until they know that the heroes are reliable (represented by the hero's organization score: see "Building a Criminal Empire," above).

JOB GENERATOR

Making a living from the underbelly of society depends on finding work. From mining asteroids to stealing top-secret data, the galaxy is full of opportunity. To make a small fortune—provided one is willing to do a little hard work and has the right skills.

The heroes' fee for a job is a flat number of credits, paid when the job is complete, and always reflects the total payment to the heroes (not what each hero receives). If the job involves collecting money, the heroes instead receive a cut, expressed as a percentage of the amount collected.

The GameMaster can randomly generate job scenarios for the heroes using the table below. Roll a d20 to determine the overall scenario, and consult the appropriate listing for details on the mission, including suggested obstacles. The GameMaster should use the mission outline as guidelines for creating encounters and challenges that the heroes might face in the fulfillment of the mission.

If a job's obstacles include witnesses, make one Perception check per scene, with the listed skill modifier. If the result is greater than the heroes' Deception (deceptive appearance) or Stealth check, someone witnesses the crime and becomes suspicious, alerting someone of the crime: guards

d20 ROLL

JOB

1	Abduction
2	Assassination
3-4	Assault
5	Burglary
6	Explosion
7	Exploration
8	Hijacking
9	Investigation
10	Repair
	Rescue
12	Robbery
13	Sabotage
14-15	Salvage
16	Scam
17	Snijacking
18-20	Smuggling

or bodyguards (should the job's obstacles include them) or the authorities. Guards or bodyguards arrive in 1d4+1 rounds to investigate; police arrive in 1d4+10 rounds.

Difficulties

Each of the jobs in this section can be used at any level with a small amount of modification. Throughout the descriptions of those jobs, you will notice references to Easy, Medium, Moderate, Hard, and Heroic skill checks. When you see a reference of this type, consult Table 3-2 to determine the actual value of that skill DC, based on the CL of the adventure (typically, Gamemasters will want to set the CL equal to the average level of the heroes, though the CL can be set lower or higher for easier or harder jobs, respectively).

XP REWARDS

Each of the descriptions of the following jobs includes a number of complications that make the job more difficult. These complications are also listed with Easy, Medium, Moderate, Hard, and Heroic difficulties. When the heroes overcome one of these complications, award XP based on the difficulty of the complication. Each complication grants XP as though the heroes had defeated one opponent of the specified CL. Likewise, each target or objective has a difficulty associated with it, and when the entire job is complete reward XP for one creature with a CL determined by the difficulty of the target or objective. As the Gamemaster, you can decide which of the complications to use, and how many, based on the challenge you wish to present with the adventure and the amount of XP you wish to award to the players. Feel free to add and match complications or make your own; those in the following section are merely suggestions to make crafting the adventure easier.

COMPLICATION DIFFICULTY	CL REWARD
Easy	Adventurer CL
Moderate	Adventurer CL
Hard	Adventurer CL
Heroic	Adventurer CL

ABDUCTION

Abduction missions are usually about money—though, sometimes, someone just wants an inconvenient person out of the way for a while. The abductors must locate the target, bypass physical security (for example, locked doors), defeat bodyguards, and avoid attracting the attention of the authorities. They might also be required to communicate their ransom demands and collect the credits without being caught. To complicate matters even further if the abductors wish to avoid murdering their target, they must ensure that the target cannot identify them or clues about their location.

The following section provides guidelines on creating abduction missions at various challenge levels.

Ransom for the Target: 3d6 + 1,000 credits + adventure CL

Heroes: Cut: 20%

Target (Easy): Nonheroic character, level = adventure CL

Target (Moderate): Heroic character, level = adventure CL

Complication (Easy): Security team 14 opponents, CL = adventure CL armed with blaster pistols and stun grenades.

Complication (Medium): Witnesses (nonheroic) 5; heroes must make Medium Stealth checks to avoid notice.

Complication (Moderate): Security team 16 soldiers, CL = adventure CL armed with blaster rifles and stun grenades.

Complication (Moderate): Secured accommodations require a Medium Gather Information check to locate and a Moderate Mechanics check to breach.

Complication (Hard): High-security accommodations require a Moderate Gather Information check to locate and a Hard Mechanics check to breach.

ASSASSINATION

Taking money for murdering someone might be one of the most despicable acts that a sentient being can do, but there is nevertheless a market for it. The assassins must locate the target, circumvent any physical security (for example, locked doors, high walls, and so on), and deal with the target's bodyguards—who are more than willing to respond to an assassination attempt with a little lethal force of their own.

In addition, the assassins have to pay (and/or silence) witnesses. The assassins' employers might refuse to pay the agreed-upon price if any witnesses can identify the assassins—and perhaps, through them, their employers. (In fact, some may have prepared to kill the assassins in this case, to prevent the trail of witnesses from ever leading to the employer.)

The following section provides guidelines on creating assassination missions at various challenge levels.

Heroes Pay: Adventure CL + 2,000 credits.

Target (Moderate): Heroic character, level = adventure CL.

Target (Hard): Heroic character, level = adventure CL, Force-sensitive with the Force Training trait.

Complication (Easy): Security team is equipped with advanced C.I. equipment. **CL = 10** (adventure CL = 10).

Complication (Easy): Security team is equipped with advanced C.I. equipment. **CL = 10** (adventure CL = 10).

Complication (Medium): Security team is equipped with advanced C.I. equipment. **CL = 10** (adventure CL = 10).

Complication (Moderate): Security team is equipped with advanced C.I. equipment. **CL = 10** (adventure CL = 10).

Complication (Moderate): Security team is equipped with advanced C.I. equipment. **CL = 10** (adventure CL = 10).

Complication (Hard): Multiple security teams are equipped with advanced C.I. equipment. **CL = 10** (adventure CL = 10).

Complication (Hard): Multiple security teams are equipped with advanced C.I. equipment. **CL = 10** (adventure CL = 10).

Complication (Hard): Multiple security teams are equipped with advanced C.I. equipment. **CL = 10** (adventure CL = 10).



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ABSAULT

Target (Easy): Normal citizen (engineer, accountant, professor, etc.). **CL = 10** (adventure CL = 10).

Target (Moderate): Famous person (government official, holiday star). **CL = 10** (adventure CL = 10).

Complication (Medium): Security team is equipped with advanced C.I. equipment. **CL = 10** (adventure CL = 10).

Complication (Moderate): Security team is equipped with advanced C.I. equipment. **CL = 10** (adventure CL = 10).

Complication (Moderate): Security team is equipped with advanced C.I. equipment. **CL = 10** (adventure CL = 10).

Complication (Moderate): Security team is equipped with advanced C.I. equipment. **CL = 10** (adventure CL = 10).

Complication (Moderate): Security team is equipped with advanced C.I. equipment. **CL = 10** (adventure CL = 10).

BURGLARY

Target (Easy): Normal citizen (engineer, accountant, professor, etc.). **CL = 10** (adventure CL = 10).

Target (Moderate): Famous person (government official, holiday star). **CL = 10** (adventure CL = 10).

Complication (Medium): Security team is equipped with advanced C.I. equipment. **CL = 10** (adventure CL = 10).

Complication (Moderate): Security team is equipped with advanced C.I. equipment. **CL = 10** (adventure CL = 10).

Complication (Moderate): Security team is equipped with advanced C.I. equipment. **CL = 10** (adventure CL = 10).

Complication (Moderate): Security team is equipped with advanced C.I. equipment. **CL = 10** (adventure CL = 10).

Complication (Moderate): Security team is equipped with advanced C.I. equipment. **CL = 10** (adventure CL = 10).

Complication (Hard): High security accommodations require a Major. **CL = 10** (adventure CL = 10).

ESPIONAGE

Everyone has secrets—from HoloNet login codes to the combination of the Emperor's wall safe—and, since information is power, it is worth credits to the right people. Stealing that information involves finding out where the data is kept, getting past any guards, accessing the data—and then ensuring that no one notices that the data has been accessed.

The following section provides guidelines on creating espionage missions at various challenge levels.

Heroes Pay: Adventure CL + 250 credits

Target (Easy): Business passwords, banking records, other documents of limited use

Target (Moderate): Critical access codes, business records, blueprints for projects still under development

Target (Hard): Secret plans, government projects, classified documents

Complication (Medium): Witnesses (nonheroic ?), heroes must make Medium Stealth checks to avoid notice

Complication (Moderate): Files must be retrieved from secured computer with an unfriendly attitude toward the heroes. The computer has a Will Defense equal to a Moderate DC

Complication (Hard): Files must be retrieved from secured computer with a hostile attitude toward the heroes. The computer has a Will Defense equal to a Moderate DC

Complication (Moderate): Secured accommodations require a Medium Gather Information check to locate and a Moderate Mechanics check to breach

Complication (Moderate): Security team (6 soldiers, CL = adventure CL, armed with blaster rifles and stun grenades)

Complication (Hard): High security accommodations require a Moderate Gather Information check to locate and a Hard Mechanics check to breach

EXPLORATION

Exploration missions are always easy to find, particularly on the Outer Rim, where there are still areas of space where no ship has ever passed. Explorers must map potential hazards to hyperspace travel, ensuring that astrologers who make hyperspace jumps through that region later have enough information about the area to make a DC 10 Use Computer check (rather than a DC 30 Use Computer check for jumping with no data).

In gather this data, the explorer must travel into a previously uncharted region and make a DC 20 Use Computer check after 1 hour of uninterrupted scanning. Each successful check reduces the usual DC 30 Use Computer check for calculating a course through the uncharted area by -5. After four successful checks, the area is fully explored, and the explorer has enough data to make a DC 10 Use Computer check to chart a course and send his data to agencies that deal in astrologation data.

The following section provides guidelines on creating exploration missions at various challenge levels.

Heroes Pay: Adventure CL × .000 credits.

Objective (Easy): Explore an uncharted region with known threats

Objective (Moderate): Explore a hostile area of space (an uncharted region with known, actively aggressive threats)

Complication (Medium): Alien ground patrol (5 opponents with CL = adventure CL)

Complication (Hard): Alien space patrol (6 opponents in starfighters or space transports with CL = adventure CL + 3).

Complication (Moderate): Roll once on Table 3-13: Space Travel Hazards (page 99)

Complication (Hard): Roll twice on Table 3-13: Space Travel Hazards (page 99)

HIJACKING

Hijacking missions involve boarding a passenger vessel and holding everyone aboard as a hostage until certain demands are met. Most often, the primary demand is money, but a hijacking can also be politically motivated. Hijackers must be prepared to prove that they are serious about their threats (perhaps by executing a hostage or two), and they likewise must remain combat-ready since the authorities are likely to try to board the vessel. The biggest challenge comes when the demands are met (if they are met) and the hijackers have to escape the trap that they so carefully fortified.

The following section provides guidelines on creating hijacking missions at various challenge levels.

Ransom for the Target: Adventure CL × 10,000 credits

Heroes' Cut: 20%

Target (Easy): Colonial freighter or transport

Target (Moderate): Colonial (frigate) starship

Complication (Easy): Security team (4 opponents, CL = adventure CL, armed with blaster pistols and stun grenades)

Complication (Medium): Panicking hostages must be calmed with a Medium Persuasion check or the hostages die

Complication (Medium): Hijacked starship must be safely redirected from its original course, requiring a Medium Pilot check

Complication (Moderate): Security team (6 soldiers, CL = adventure CL, armed with blaster rifles and stun grenades)

Complication (Moderate): Secured accommodations require a Medium Gather Information check to locate and a Moderate Mechanics check to breach

Complication (Hard): Excellent fortifications (5-8 entrances into the starship, Hard Mechanics check to seal entrances)

INVESTIGATION

An investigation mission might be anything from scouting an enemy's defenses before a raid to a legal and legitimate look into the suspicious circumstances of a job pop up so often when the criminal underworld is involved. Typically, the job is to find an answer to a particular question and deliver the information to a few.

To conduct an investigation, a character must make a number of Gather information checks—interviewing witnesses, digging into public records, and so on—aimed at tracking down a suspect or learning the truth. Successfully completing all the checks provides only the suspect's general location or the likely facts behind a mystery, as understanding the suspect or proving these facts probably takes further effort (subject to the GM's discretion).

The following section provides guidelines on creating investigation missions at various challenge levels.

Heroes' Pay: Adventure CL = 1,400 credits

Objective (Easy): Investigate a minor mystery (misdeemeanor, offense, missing person).

Objective (Moderate): Investigate a major mystery (murder, abduction, etc.).

Complication (Medium): Few leads, requiring the heroes to make Medium Gather information checks to find clues.

Complication (Moderate): Interference from local authorities. 4 scouts, CL = adventure CL, armed with blaster rifles and stun grenades.

Complication (Hard): Interference from interested third parties (6 soldiers/scoundrels, CL = adventure CL, armed with blaster pistols and frag grenades).

REPAIR

Mechanics are always in demand, and those who have the wherewithal to fix stranded vehicles and ships are particularly desired. Repair missions involve traveling to a remote location, assessing the cost and difficulty of the job, and making the necessary repairs—or towing the vehicle back to civilization if it can't be repaired on-site. Sometimes, doing repairs in the field also means fending off attacks by scavengers or wild animals—all of which is figured into the pay rate.

The following section provides guidelines on creating repair missions at various challenge levels.

Heroes' Pay: Adventure CL = 500 credits.

Objective (Easy): Repair a vehicle in a known, safe location.

Objective (Moderate): Repair a vehicle in an unknown or unsafe location.

Complication (Medium): Target vehicle requires extensive repairs, requiring two Medium Mechanics checks.

Complication (Moderate): Target vehicle requires rare parts, which require a Moderate Gather information check to find.

Complication (Moderate): Target vehicle requires expensive parts, requiring the heroes to spend 300 × adventure CL credits to obtain the parts.

Complication (Hard): Area has intense atmospheric hazards, including extreme temperatures, radiation, gravity, or poor visibility.

RESCUE

Rescue missions happen relatively infrequently, but they are important when they do. They are also very hazardous: people wouldn't need help if they weren't in danger, after all. The threat to the victim can be anything from abductors to wild beasts to just a hostile environment. In most cases, the heroes face a "ticking clock." The heroes must complete the rescue before the victim succumbs to the threat.

The following section provides guidelines on creating rescue missions at various challenge levels.

Heroes' Pay: Adventure CL = 1,500 credits.

Objective (Medium): Rescue a victim from a precarious situation. The victim is a relatively unknown nonheroic character. CL = adventure CL = 2.

Objective (Moderate): Rescue a victim from significant danger. Victim is well-known, and the target is known by the public to be in danger.

Complication (Medium): The victim is in a location filled with hazards, including poisonous atmosphere or high temperatures.

Complication (Moderate): Reaching the victim requires space travel; roll once on Table 3-13: Space Travel Hazards (page 69).

Complication (Moderate): Objective met a time limit of 2d4 days.

Complication (Hard): Target is being held by hostile creatures or characters (2 beasts of CL = adventure CL + 2, or 4 scoundrels of CL = adventure CL).

ROBBERY

Unlike a burglary (which is done quietly, when few are present), robbery missions involve taking valuables by force (or threat of force), and then escaping before the authorities arrive. Instead of depending on security skills to bypass locks, a robbery depends on intimidation to force those with legitimate access to bypass security systems for you.

The following section provides guidelines on creating salvage missions at various challenge levels.

Heroes Pay: Adventure CL = 500 credits

Objective (Easy): Salvage a vehicle in a known, safe location

Objective (Moderate): Salvage a vehicle in an unknown or unsafe location

Complication (Moderate): The target vehicle requires a Moderate Mechanics check to salvage its parts without damaging them, thus preserving their value

Complication (Moderate): The target vehicle requires expensive parts, requiring the heroes to spend 300 = adventure CL credits to obtain the parts.

Complication (Hard): The area has intense atmospheric hazards, including extreme temperatures, radiation, gravity, or poor visibility

SCAM

Scams range from minor street hustles to full-on cons. They require assistants to help keep the target (or "mark") on the hook, making them ideal jobs for groups of heroes. Scams are usually low-risk; a good con doesn't require any fighting, and a smart scammer chooses marks who aren't likely armed. In fact, most scammers don't even bother carrying weapons (See "Con Games" on page 88 for a sample scam).

The following section provides guidelines on creating scam missions at various challenge levels.

Heroes Pay: Adventure CL = 450 credits

Target (Easy): Normal citizen (engineer, accountant, professor, etc.), nonheroic character, level = adventure CL

Target (Moderate): Famous person (government official, holovid star), heroic character, level = adventure CL

Complication (Medium): Witnesses (nonheroic 1); heroes must make Medium Stealth checks to avoid notice

Complication (Moderate): Heroes must make Moderate Deception checks to pull off the con

Complication (Hard): Undercover authorities (2 law enforcement officials, scout level = adventure CL + 2) attempt to disrupt the con and arrest the heroes

SHIPJACKING

Shipjacking missions are the lower-risk cousins of hijacking missions: locate a poorly guarded starship, overcome (or bypass) the crew, override the security system, and fly it away. Because starships can sell for millions or credits, shipjacking is a lucrative practice, provided the shipjacker can find a buyer.

The following section provides guidelines on creating shipjacking missions at various challenge levels.

Ransom for the Target: Adventure CL = 10,000 credits.

Heroes: Cut 70%

Target (Easy): Colonial freighter or transport

Target (Moderate): Colonial (freighter) starship

Complication (Easy): Security team 14 opponents, CL = adventure CL, armed with blaster pistols and stun grenades

Complication (Medium): Shipboard security systems require a Medium Use Computer check to access the interior of the ship.

Complication (Medium): The shipjacked starship must report situation normal, requiring a Medium Use Computer check to convince spaceport for safe take-off and drop off

Complication (Moderate): Security team 16 soldiers, CL = adventure CL, armed with blaster rifles and stun grenades

Complication (Moderate): Secured accommodations require a Medium Gather Information check to locate and a Moderate Mechanics check to break in

Complication (Hard): Excellent fortifications (5-8 entrances into the starship, Hard Mechanics check to seal entrances)

SMUGGLING

Smuggling (and legitimate shipping) missions are the most common type of job available. Someone always needs something moved somewhere. The characters must have a transport capable of making the delivery and should be moderately well armed in case of attack by pirates. Furthermore, since the heroes need to bargain for a good deal at the delivery point, or possibly bribe some customs officers, some skill at haggling is necessary.

The following section provides guidelines on creating shipping missions at various challenge levels.

Heroes Pay: Adventure CL = 1,000 credits

Objective (Easy): Smuggle contraband through a known region with known threats

Objective (Moderate): Smuggle contraband through a hostile area of space (an uncharted region with known, actively aggressive threats)

Complication (Medium): Law enforcement or pirate ground patrol (5 opponents with CL = adventure CL)

Complication (Moderate): Nosy customs officials intervene, requiring the heroes to make a Moderate Deception check to cover their contraband or a Hard Persuasion check to bribe, cajole, or otherwise convince the customs agents to turn a blind eye

Complication (Moderate): Roll twice on Table 3-13: Space Travel Hazards, page 99

Complication (Hard): Law enforcement or pirate space patrol (5 opponents in starfighter or space transports with CL = adventure CL)

Complication (Hard): Roll twice on Table 3-13: Space Travel Hazards, page 99

THE BLACK MARKET

The black market is the lifeblood of the fringe of the galaxy. It is through the black market that smugglers, shipjackers, pirates, and other criminals make their livings. The black market is the name given to the thousands of channels by which illegal goods are trafficked: this covers the fence that sell the items to buyers, the credit intermediaries that make sure dirty money looks clean, and the crime lords that organize and protect the members of their organization that engage in illegal commerce. The black market is the only way to obtain illicit items, and any character who wants to obtain something secretly must deal with the black market in some way.

The Saga Edition core rulebook lists the basics of dealing with the black market, but in a *Scum and Villainy* campaign Gamemasters might want to make the black market a more significant feature. The following section outlines some more in-depth methods of involving the black market in a campaign. However, Gamemasters should be careful in making the black market more complicated than it needs to be: if the heroes need to buy items on the black market and you do not wish to consume a large portion of a gaming session dealing with the finding of contacts and haggling over items, just use the basic rules presented in the Saga Edition core rulebook.

FINDING A BLACK MARKET AGENT

Agents of the black market do not make themselves known easily, as they would be quickly swept up by the authorities. At its most basic, finding a black market agent requires a Gather Information check, with a skill DC based on the restriction of the item you are trying to obtain (see page 119 of the Saga Edition core rulebook). Hunting for a black market agent requires one to traverse back alleys and seedy casinos, asking the right questions and trying to find an illicit dealer without getting reported to the authorities, or taking a blaster bolt to the back.

Even searching for the black market can be dangerous. A failed Gather Information check shouldn't just result in a delay: it could also result in an encounter if the heroes are snooping around and asking a lot of questions about the black market, local crime lords may get the wrong idea and send a few thugs to deter the heroes from inquiring further. On the other hand, if the heroes are careless, they might find themselves on the wrong side of the law, with law enforcement officials closing the net around them to arrest them on suspicion of dealing in illegal goods.

SELLING ON THE BLACK MARKET

The black market can be used by the heroes not only to obtain their goods but also to sell them. If the heroes are smugglers, shipjackers, or pirates, they may need some way to pawn off their prizes, and the black market is an excellent place to do so. The heroes can find the black market in the same way that

they would to buy from the black market, but instead of making purchases they can make sales, using the same black market cost modifiers to determine how many credits the heroes make off their goods. The value of the goods is still halved as normal, before applying the black market modifiers (which should compensate for the reduction in value from selling the item).

BLACK MARKET ADVENTURES

Gamemasters wishing to use the black market in an adventure have several options available to them. The most obvious method is to have either criminals working with the black market or law enforcement officials seeking to shut down the black market, targeting the heroes and confronting them. Aside from combat encounters, the black market can be a good source for skill challenges: for example, a fence might be willing to sell an item on behalf of the heroes, but only if the heroes can make a Use Computer check to disable an electronic lock on a spacer's chest, the fence has in his possession but has been unable to open. Additionally, the black market can be used as a lure to draw the heroes to a particular planet or locale, if the Gamemaster wants to set an adventure on Nar Shaddaa, hinting that the heroes may have better luck in finding the black market safely on Nar Shaddaa should be a big incentive to travel to the urban world.

BOUNTY HUNTING

The galaxy might be full of seamy characters, which means one can always find work rounding up and disposing of them. Although it is not always cost-effective to be a bounty hunter—especially when the tools required to locate and capture the target might cost more than the actual bounty—it is steady work, and affords one with plenty of opportunity for travel.

BOUNTY HUNTING GUILDS

To ensure that hunters do their work in a professional fashion, groups of like-minded bounty hunters have formed guilds, such as the House of Banelix, Quick's Fist, and the Grange Confederacy, although the most famous is the Bounty Hunters' Guild. Organizations such as these police their membership to ensure that hunters behave in a professional and more or less responsible fashion (avoiding collateral damage whenever possible), and they serve as go-betweens for those who wish to hire a hunter or who they also represent the bounty hunting community politically, ensuring that bounty hunters retain suitable incentives to ply their trade, and that the authorities do not interfere overmuch.

Joining a bounty hunting guild requires only signing up—but that includes an agreement to title 10% of every bounty collected to the guild. For more information on bounty hunting guilds, see Chapter 4: Organizations in the *Force Unleashed Campaign Guide*.

RD.L	WANTED FOR	DESCRIPTION OF TARGET	REWARD
2	Assault and battery	Brawler (page 117)	5,000
	Assaulting a noble	See page 116 of the Saga Edition core rulebook	050
5	Corruption	Security specialist (page 122)	5,000
4	Forgery	Bank thief (page 119)	7,000
9-10	Grand larceny	Charlatan (page 118)	8,000
	Kidnaping	Domestic helper (page 117 of the Saga Edition core rulebook)	7,500
17-18	Murder	Assassin (page 102 of the Saga Edition core rulebook)	5,000
1	Piracy	Blockade runner (page 117)	6,000
1	Racketeering	Crime lord (page 103 of the Saga Edition core rulebook)	6,000
	Smuggling	Space transport pilot (page 121)	7,000
	Terrorism	Melancholic outlaw (page 120)	8,000
18-19	Trafficking	Flaw (page 120)	7,000
20	Treason, sedition	NPC (Plan Solo, Talon Karrde, Corran Horn, etc.)	Special

Once the hunter knows which planet to search, he can use Other information to find the target within that general area. A DC 15 check reveals the general area (e.g., "the industrial sector"), or a more specific location such as a particular hangar, or even the target's current address with a DC 20 check. These DCs increase by 10 if the target is aware of the bounty on him and is actively trying to hide.

Example, Lesk is trying to locate a Durso customs official wanted for murder. He has a good idea that the Durso is an Haji Shadqad somewhere, but the Smuggler's Moon is a big place, so he has to ask around. He makes a Gather Information check and gets an 18, so he learns that the Durso has been seen in the vicinity of the Palace Casino. Lesk tries again, hoping for a more specific address, but rolls only an 11. The Dammernader rules that Lesk not only fails, but one of the people he questions informs the Durso, who goes into hiding. If Lesk tries again, the DC for learning the Durso's specific location increases a 30.

Conversely, which the target is away from civilization, the bounty hunter might need to crack the target's physical signs. A successful Survival check lets the hunter know if someone has been in the area the hunter is searching, and might give the hunter an idea of how long ago - and which direction they went when they left. (See "Survival" on page 73 of the Saga Edition core rulebook for more information.)

Finally, if the target tries to escape aboard a starship, the hunter can take a full ground action to make a DC 25 Use Computer check to determine and analyze the departing ship's ComNav "adiq" on miniature. This signature lets the hunter determine the point and angle of departure of a ship that has entered hyperspace and can give the hunter a good idea of the ship's likely destination. For each hour that has passed since the ship made the jump to hyperspace, the DC of the Use Computer check increases by 5.

CAPTURING TARGETS

Contrary to popular belief, most rewards are limited to captured targets - not dead ones. Obviously, accidents happen when the blaster bolts start flying, but the authorities want justice to be served. Criminals are supposed to stand trial and go to prison. Crime lords are sometimes more open-minded about the bounties they post-but, even then, a crime lord would rather spend a little time gloating over their enemies, making sure they suffer a bit before the crime lord is done.

As a consequence, bounties being sought by the authorities are more willing to give up without a fight. Although it doesn't stop them from winning, but those being sought by crime lords and other less civilized types would rather die than be captured alive. In either case, a target who has a lot of extra money to spend is usually willing to hire a few bodyguards to put between them and bounty hunters, or offer the hunter a nice fat bribe—or both, if they have the means.

BOUNTY GENERATOR

To generate a random list of open bounties (useful when players want to check the bounty postings in the hopes of earning a few credits), roll 2d20 and compare the results in Table 3-8. Bounties, using the first roll to determine what the target is wanted for, and the second to determine the description of the target and the reward value for that target. You can roll multiple times to simulate multiple available bounties, or just roll once to generate the nearest bounty.

The description is provided as a model for NPC statistics to represent the target. (It does not mean that all things are necessarily worth a 1,000-credit bounty, for example. The Gamemaster is also free to choose any sort of character to be the target of a bounty. A simple bounty where you have to face the target by itself, with no substantial assistance or resources, should be worth the CL of the bounty \times 100 credits.

The bounty hunter is entitled to a secondary bounty of one-half the value of any captured equipment. Bounty hunters commonly "lose" particularly valuable items before reporting the captured inventory, if noticed, however the hunter might become the target of a new bounty!

Bounties posted on famous or notorious individuals from the Star Wars universe (such as Han Solo or Jabba the Hutt) rarely conform to the standard random bounty model. When developing a bounty on a famous character, the Gamemaster should make capturing that target part of a larger adventure or an adventure all its own. The credit reward for the bounty should be of an appropriate amount to provide a suitable reward for the entire adventure. If the bounty is the entire focus of the adventure, a standard credit reward of 2,000 credits (the average level of the heroes is appropriate; see "Onset Rewards" on page 248 of the Saga Edition core rulebook). If the bounty is merely part of the adventure, a reward of 1,000 credits is the CL of the target is appropriate.

CON GAMES

Confidence artists prey on the greed and gullibility of others to make a tidy profit—usually in exchange for something worthless. Even though their scams might seem easy to spot (at least on the surface), they can have opened upon users of deception to suck in the unwary before they know what hit them.

SAMPLE SCAM

Below is a sample "short" con, which the Gamemasters can spring on the heroes—on that the heroes themselves can employ, if they are a **con artist**. Most cons require inexpensive props and a **con artist** or **con**—making them an ideal activity for a group of heroes out to make a quick credit.

SCAMMERS AND MARKS

When discussing **cons** and **how** they are perpetrated it is a good idea to keep some general terms in mind. "Scammer" refers to the person or artist, "victim" refers to the primary target (or multiple targets), and "mark" refers to the victim of the con.

The Toydarian Drop

Named after the species that originated the scam—or, as everyone else in the galaxy insists, the species most likely to fall for it—the Toydarian Drop begins with the mark and the scammer—well-dressed and appearing affluent—both spotting something of value, a datapad or a piece of jewelry, for example, lying out in the open. The con works best if the mark notices the item first (to divert suspicion that the scammer planted the item), but the scammer needs to notice the item before the mark can snatch it up. An assistant might get in on the act, claiming to have also seen the item at about the same time.

A quick appraisal suggests that the item is worth quite a bit. It has valuable confidential information (in the case of a datapad) or a portable computer, or it is visibly expensive (as with an item of jewelry). In any event, the item appears to be worth around 25,000 credits and the scammer suggests that the finders can split the money. All it takes is for someone to go sell the item—something the "respectable" scammer claims he cannot do without tarnishing his image in the community.

The scam then hinges on the mark agreeing to be the one to sell the item—and the scammer pretending not to entirely trust the mark with such a valuable item. (The scammer should make a Deception check against the mark's Will Defense in the case of an NPC scammer; assume the scammer has a +15 skill modifier.) The only way the scammer can trust the mark is if the mark buys the scammer's "share" in the item up-front. (If an assistant is involved, he also demands his share.) Of course, the mark might try to turn this tactic back on the scammer or the assistant—but both can demonstrably prove that neither carries enough money to buy out the others' shares.

Obviously after the scammer and the mark have parted ways, the mark fears that the item is, in fact, worthless.

This scam doesn't work so well with credit chips, which are difficult to rig to display false account balances (see page 34 of the Saga Edition core rulebook). However, a con artist with skill at concealing items (using Stealth) can switch a real credit chip for a dummy before the final hand-off to the mark.

LOAN SHARKS

Sometimes it can be tough to get a start on the fringe. Most scoundrels of all stripes came from humble beginnings, and very few have the fortunes at the start to buy their own ships or pay for their own crews. When faced with the prospect of being unable to strike out on their own, many scoundrels turn to come lords with money, otherwise known as loan sharks. Loan sharks provide illicit loans to those who cannot get a loan through a legitimate institution, and offer in great sums well beyond what one could normally obtain through legal channels. Unfortunately, loan sharks are never as forgiving as banking institutions, and loans usually come with not only an incredibly high interest rate but also the threat of broken bones or even death if payment isn't rendered on time.

Loan sharks provide credits for pretty much anything and everything. Many smugglers use loans from loan sharks to purchase space transports, hire crew members, and upgrade existing ships so that they can make their own way in the galaxy. Pirates use loan sharks to fund their fledgling fleets or simply to keep their crew members happy and their starships flying. Loan sharks can usually provide loans in values up to the loan shark's CL, a 50,000 credits, and sometimes more (at the Game-master's discretion).

Loan sharks should be sinister and memorable, and typically a loan shark has an amicable attitude (at least until you miss a payment). Loan sharks almost always have levels in the crime lord prestige class, and they are surrounded by minions and underlings at all times. Loan sharks profit from the hopes and dreams of desperate people on the fringe who will do anything to achieve their goals, and as such they are unscrupulous and conniving. Hutts, Herges, Besalisks, and Bothans all make excellent loan sharks.

MISSED PAYMENTS

Loan sharks take their payments not only in interest but also out of the livelihoods of those they loan to. Typically, a loan shark puts a 10% (per month) interest rate on their loans, meaning that once per month the total debt the heroes have to the loan shark goes up by 10%. Furthermore, if the heroes use the loan to buy a ship or otherwise fund some kind of endeavor, loan sharks usually require the heroes to pay out 10% of their earnings each month as well (which is applied toward the loan). Of course, loan sharks are always happy to extend more credit to their valued customers, and as a result many get caught in a downward spiral of debt that quickly becomes like a form of indentured servitude.

Loan sharks do not take kindly to people missing their payments. Even the first missed payment is enough to have the loan shark send his agents out for a friendly visit, just to let the heroes know that the loan shark hasn't forgotten about them. On the second missed payment, the loan shark's agents will probably damage or destroy some of the heroes' property, just to make a point. Usually, the damage is valued at about the same as the missed monthly payment. When a third payment is missed, the loan shark's

goons are no longer there just to make a show. At this point, the heroes will usually have to fight the goons, who are out to take their loan shark's payment in flesh. Gamemasters can feel free to create encounters with a loan shark's thugs that are level appropriate for their own campaign, but such a fight should be challenging. After all, loan sharks mean business and aren't afraid to send some of their toughest minions to deal with heroes that ignore their obligations.

PIRACY

Ever since starships first started cruising the space lanes, pirates have found a way to take those ships from their rightful owners. Pirates are a scourge of the stars who prey upon unsuspecting travelers and entrepreneurs, swooping in and robbing ships of their valuables, and sometimes taking the ships themselves. Any criminal that makes his living off of raiding and robbing starships in transit from one world to another is a pirate, and law enforcement officials (particularly the Sector Rangers) go to great pains to make sure that the hyperlanes are kept safe from pirates.

Pirate gangs are usually formed when groups of like-minded thieves and brigands come together and pool their resources to create effect. Typically, a true pirate gang does not form until they find some way to obtain a capital starship, or at least large space transports with plenty of firepower. Typical pirates are looking to plunder the space lanes by taking whatever they want from anyone that cannot defend themselves. Some pirates are cutthroats who do not hesitate to maim or kill in the pursuit of their goals. Others adhere to an obscure code of honor, often coupled with delusions of being the roughish antiheroes often portrayed in holovids across the galaxy. Pirates must be tough and ruthless, regardless of their outlook on their career, as much of their position among their own crew depends on how ardently they enforce their own superiority.

Becoming a pirate isn't simply a matter of declaring yourself one. If the heroes wish to become pirates, they can either attempt to start their own pirate gang, or join an existing gang, joining an existing band of pirates is the easier task, but is no less fraught with peril. To join an existing band, the heroes must prove themselves worthy of the band (sometimes this means besting some of the weaker members of the band in combat), prove themselves trustworthy (engage in a mission of piracy with the band, as a trial run), and convince the pirates' leader that they belong on his crew. Joining a pirate crew for the first time can be an adventure all its own, and Gamemasters are encouraged to create a number of challenges, both non-combat and combat-oriented, to allow the heroes a chance to prove themselves worthy of the pirate band. Once they are members of the pirate group, they can begin working their way up in the hierarchy.

Alternatively, the heroes might decide to start their own pirate gang. In doing so, they make enemies of the law and certainly make no friends among other pirates, who are now competition. The heroes will likely need to recruit

SMUGGLING

carrying illegal goods, or at least goods for which one does not have the proper permits—is a lucrative business, though the price of getting caught is sometimes far higher than the profits it brings. Still, smuggling is a major part of life on the fringe.

Smuggling becomes necessary when someone needs to get a shipment of illegal goods from one place to another. In very restrictive areas, or under the oppressive watch of tyrannical governments by the Empire, smuggling is almost the only way to get many contraband items into the hands of those that want or need them. The Rebel Alliance employs many smugglers for the sole reason that everything they need, including things as simple as foodstuffs and medical supplies, is considered contraband when being sent to the Alliance.

Smuggler heroes can lead exciting and adventurous lives, blasting their way across the galaxy in a tramp freighter with no one to answer to but themselves. Typically, smuggling is just like any other job or criminal enterprise. Credits are king. Smugglers need only find someone willing to pay for illegal goods and determine the fastest way to get the goods to their destination. For Gamemasters running a campaign with smuggler heroes, entire adventures can be created simply from the complications that arise in getting from one place to the next with a hold full of contraband.

INTERDICTION

One of the biggest dangers to smuggling operations is the threat of interdiction. When a smuggler is hauling contraband, he or she may be able to easily avoid inspections through bribes or deception, and most smugglers are confident in their ability to slip past the authorities when necessary. Interdiction occurs when authorities, pirates, or other groups use artificial gravity wells to drag ships out of hyperspace, simulating the presence of a planet or large object in realspace which, in turn, causes a ship's hyperdrive to deactivate. False gravity wells can be created along hyperlanes by gravity generators (found on many interdiction starships), or by simply dragging a large asteroid into the space lane with a tractor beam. Smugglers dragged out of hyperspace by interdiction have little choice but to surrender or fight. As canny law enforcement officials can usually keep a ship in realspace once it's been caught.

CARGO GENERATOR

Gamemasters who wish to add a little more depth to their heroes' smuggling runs can actually generate a cargo to be smuggled using Table 3-7. Cargo Doing so should have no effect on how much the heroes can earn from selling their cargo, but could produce some interesting combinations (and give GMs a few ideas on what kind of employer would ship such items, what the motivation for smuggling the items is, and what kinds of complications might arise during the course of the adventure).

To use the cargo generator, first roll 2d20. Compare the result of the first d20 to the first column of Table 3-7 and check the Cargo column to see what kind of cargo is to be added to the ship's hold. Use the second d20 to determine how many tons of that cargo is added to the hold. If the weight of the item being added exceeds the ship's cargo capacity, only enough of that cargo is added to fill the hold. Continue to roll 2d20 on the table until the ship's hold is full, and the heroes now have a cargo to smuggle.

D20 ROLL	CARGO	WEIGHT (TONS)
1	Animals, common or livestock	0.5
2	Animals	1
3	Art objects	2
4	Bornia	5
5	Droids	10
6	Foodstuffs	15
7	Fuel or starship consumables	20
8	Gems, precious or rare	75
9	Labor machinery	30
10	Lasers	35
11	Medical supplies	40
12	Metals, common	45
13	Raw materials (miscellaneous)	50
14	Realspace	60
15	Spare parts	70
16	Synthetic or artificial	80
17	Technological goods	90
18	Tools	100
19	Water	150
20	Weapons	200

$\sqrt{c} = \frac{1}{\sqrt{d}}$

1. 同音異義詞: 只: 僅僅, 只知: 只知道, 是: 是, 是: 是, 是: 是, 是: 是

SPICE

Spice is an illegal substance that possesses extreme narcotic qualities. It is a stimulant that is a harmful substance in our various worlds, including the Core Worlds, in that it has not altering properties that produce an intense euphoric high. It is a highly addictive drug as well and can lead to paranoid delusions and other mental illnesses.

Spice is mined on Kessel, where it is produced by energy leeches that strip away the planet's resources. It is extremely dangerous to mine, and many miners are killed in mining accidents. As a result, being on the spice mines of Kessel is a punishment similar to incarceration, but it also includes a heavy dose of forced labor.

Spice smuggling is both lucrative and highly illegal. Customs agents hunting for spice are extremely vigilant, and are unlikely to turn a blind eye without a proper reason. The Hutts are usually quite involved in spice smuggling and they do great pains to ensure that their spice smugglers are both well-supplied and closely watched.

Two common kinds of spice are described below.

Glitterstim: A character that consumes one dose of glitterstim spice moves 2 persistent steps down the condition track, and the persistent condition can only be removed after 2 hours of rest. However, for 10 minutes after ingesting the spice, the user can make untrained use of the Force checks to activate the telepathic application of the skill, even if he or she is not Force-sensitive.

Tempest: A character that consumes tempest spice gains the ability to rage as per the Wookiee species trait. However, taking more than one dose of tempest in a 24-hour period immediately moves the user 4 persistent steps down the condition track. If this moves the user to the maximum on the condition track, the user's persistent condition can only be removed by resting for 8 hours.

Rycar's Run

If the Kessel Run is considered dangerous, Rycar's Run is outright insane. Made infamous by a Corellian pilot named Rycar Rydell, the smuggling run begins with picking up Vespene shuttle gunn at secret rendezvous sites in the Roche asteroid field, slipping back but while avoiding Imperial patrols, and then landing on Tatooine, where the guns are exchanged for slaves from worlds such as Ryloth and Kashyyyk. The smuggler then transports these slaves to Kessel and trades them to the prison administrators for loads of glitterstim spice, which is highly prized on the prison planet of Kiffex, where it can be traded for the freedom of certain convicts (usually Hutts). The last leg of the run involves delivering the freed prisoners to Nar Shaddaa, where the prisoner can resume his or her criminal enterprises once more.

This run is so hazardous that only the most foolish or the most desperate undertake it. In addition to the dangers of navigating asteroid fields and the constant threat of being arrested by Imperial patrols, the smuggler might

expect to be ambushed on Tatooine by enemies of the prisoner being held on Kiffex. Furthermore, the administration on Kessel is sometimes known to renge on their deals, taking the slaves and then churning the smuggler out into the Maw. Finally, if the smuggler makes it safely to Nar Shaddaa, he must be careful about keeping a low profile. For every enemy the prisoner had on Kiffex, there is likely a score more on Nar Shaddaa, some of whom might vent their wrath on the smuggler who freed the convict.

Rycar's Run is also one of the longest runs a smuggler can make, which adds to the risk. At least eight different hyperspace jumps are involved, some passing perilously close to asteroid fields or the twin suns of Tatooine. During each jump, in addition to the possibility of flying into a star or passing through a rogue meteor shower, there is also the risk of encountering an Imperial Interdictor-class cruiser while the smuggler's ship is loaded down with illegal cargo. Because these specific jumps are made so rarely, the data is usually more than a month old (DC 25 Use Computer check to safely plot a course instead of the usual DC 10).

Despite the risk, however, at least a dozen smugglers attempt Rycar's Run every year, hoping to win the grand prize of a Hutt's favor for delivering the prisoner safely to Nar Shaddaa. It is a testament to the folly of the undertaking that smugglers consider Rycar's Run a suicide mission.

The Byss Run

The Deep Core world of Byss was discovered in the latter decades of the Old Republic and eventually became the seat of the reform Emperor Palpatine's Empire after the Battle of Endor. Guarded by a sizeable fleet of Imperial ships, Byss is an unbreachable barrier to anyone who does not possess a Deep Core Security Zone clearance—which excludes nearly everyone in the galaxy.

However, as with so many isolated locations, the inhabitants of Byss are desperate for the kinds of luxuries and entertainments that are forbidden to all but the highest echelons—and this makes smuggling such goods onto Byss a highly lucrative endeavor. Although the Imperial fleet orbiting Byss dissuades the feat of heart, a significant number of professional pilots and smugglers consider the risks worth the rewards, not the least of which is the knowledge that not even the most secure Imperial facility in the galaxy can keep them out.

Acquiring a Deep Core Security Zone clearance legitimately is next to impossible. The Empire issues them only to those most trusted, and even valued leaders. Even then, the Empire usually requires that these traders be escorted through the Deep Core in a convoy shepherded by a Star Destroyer. Vessels caught traversing Byss space without the proper clearance can expect to be fired upon by no fewer than half a dozen Star Destroyers, so one needs an extremely fast ship, an incredibly well-armed ship, or a sizeable invasion fleet.

Should one safely reach Byss, however, the value of any goods sold there automatically increases by 500%. However, few exportable goods are produced on Byss. Not that he purchased more cheaply elsewhere, so the only available outboard "cargo" is passengers who want to get off Byss without the proper clearance or do so.

SPACEPORTS AND SHADOWPORTS

Spaceports are a smuggler's best friend, and anyone that travels the space lanes extensively will eventually become intimately familiar with dozens of spaceports throughout the galaxy. A spaceport provides docking facilities for starships as well as various amenities and services. Some spaceports are little more than landing pads with a few fuel tanks, while some massive spaceports could almost be entire cities unto their own. When a starship makes landfall, typically the ship will dock at a spaceport where the ship can take on fuel and supplies, have repairs made, or simply leave the ship while traveling around the planet.

Shadowports are special kinds of spaceports highly valued by the smugglers and other criminals of the galaxy. A shadowport is a secret, illegal spaceport, usually well-hidden and off all of the Space Ministry's charts. Shadowports are places where illegal starships can land to offload illegal goods, make illegal modifications, or take part in illegal activities. Shadowports are havens for criminal activity, and though they resemble a standard spaceport in many ways, they usually have little in the way of legal authority. That is not to say there is no law in a shadowport, only that the law is made by those with the most muscle and power. Typically, shadowports are controlled by crime lords or entire crime syndicates. For more information and a sample shadowport, see Chapter 5 for an in-depth look at the shadowport called Port Nedi.

Spaceports and shadowports offer a number of amenities that weary travelers can take advantage of. Ships can be restocked and refueled, cargo can be loaded or unloaded, and repairs can be paid for and made. Many

SPACEPORT BLAND

The following list of slang terms covers many of the phrases the pirates are likely to hear in spaceports throughout the galaxy, and their definitions.

- Action:** Ship-to-ship engagement.
- Bantha Fodder:** Worthless, unimportant.
- Bimpy:** Stubborn or uncompromising.
- Blaster-proof:** A veteran spacer who has survived lots of action.
- Coreward:** Toward the Core Worlds.
- Final Jump:** To die peacefully. "Make the final jump."
- Freeze, the Spare aka "Deep Freeze":** To sleep sparr.
- Grease the Servomotors:** Bribe a government or spaceport official.
- Long Zone:** A jump zone far away from a planet.
- METOSP:** Message to Spacers, automated instructions for incoming spacers.
- Raided:** Pirate or privateer.
- Rimward:** Toward the Frontier.
- Short Zone:** A jump zone near to a planet or gravity well.
- Spaced:** Killed by the vacuum of space.

spaceports provide accommodations ranging from basic bunks to luxury accommodations. The more civilized and wealthy the world, the more likely the spaceport is to have finer amenities. Almost all spaceports have cantinas, and some have dedicated gambling halls and casinos. Larger spaceports have bazaars and shopping areas, and shadowports are guaranteed to have a thriving black market.

DRG	PARTS		
ROLL	AVAILABILITY	COST LIMIT	EFFECT
1-3	Poor	1,000 Z	Parts are available for unmodified licensed vehicles.
4-10	Average	2,000	Parts are available for all licensed vehicles.
11-13	Good	5,000 Z	Parts are available for all licensed vehicles and for unmodified Restricted vehicles.
14-16	Superior	10,000	Parts are available for all licensed and Restricted vehicles.
17-18	Excellent	20,000 Z	Parts are available for all licensed and Restricted vehicles and unmodified Military vehicles.
19-20	Universal	None	Parts are available for all starships.

More expensive items can be priced, but they arrive in a number of weeks equal to item cost divided by cost limit, rounded down.

2 For all systems except weapon systems, the cost limit refers to the base cost.

RDG	SECURITY QUALITY	PRICE PER DAY *	ADDITIONAL INFORMATION
5	Poor	10	Entrances to the docking bay require a DC 10 Mechanics check to bypass. An attendant (nonheroic 2) is on duty during the day.
11	Average	20	Entrances to the docking bay require a DC 15 Mechanics check to bypass. 12 attendants (nonheroic 2) are on duty at all times. A security guard (per page 122) armed with a blaster pistol is on duty at all times.
17	Good	30	Entrances to the docking bay require a DC 20 Mechanics check to bypass. 16 attendants (nonheroic 2) and a security officer (see page 122) armed with a blaster pistol are on duty at all times.
23	Superior	50	Entrances to the docking bay require a DC 25 Mechanics check to bypass. 18 attendants (nonheroic 2) and 12 security officers (see page 122) armed with blaster pistols are on duty at all times.
29	Excellent	80	Entrances to the docking bay require a DC 30 Mechanics check to bypass. 16+ attendants (nonheroic 3) and 14+ security officers (see page 122) armed with blaster pistols are on duty at all times.

*A term storage is available for 10 credits a month. The listed price/day per month for every 100 tons of cargo stored.

CHOP SHOPS

Chop shops are illegal mechanic shops where smugglers, pirates, and other spacefaring scoundrels can go to have their starships worked on. Chop shops sometimes hide in plain sight under the guise of legitimate starship and vehicle repair facilities, but many are also hidden away in warehouses, far from the probing eyes of the law. Chop shops can be found at most shadow ports and also in some legitimate spaceports in the Outer Rim, but the farther one goes Coreward the harder it becomes to find a chop shop.

Chop shops are safe havens for criminals, a place where they can dock their space transports and leave the ships in the capable hands of the shop's owners. Chop shops don't ask for identification, they never inquire about B055 certificates, and generally welcome anyone as long as they have the credits to pay for the chop shop's services. Most smugglers who have extensive illegal modifications to their starships dock at chop shops exclusively, since the shop owners won't report a ship's illegal modifications to the authorities. Likewise, the owners and operators of chop shops are usually a motley collection of outlaw techs, shipjackers, and other criminals. When creating a chop shop, Gamemasters should feel free to populate the chop shop with all manner of strange, unscrupulous aliens.

Simple Repairs

Chop shops offer many services, but the most basic services include basic repairs, refueling, and restocking of commodities. Typically, chop shops can provide consumables and fuel restocking at the same rates as most legitimate business. Additionally, chop shops can perform basic repairs, providing both parts and labor for a starship. If the heroes choose not to make repairs themselves (which has no cost but requires a lot of time and Mechanics checks), they can usually hire the chop shop to make repairs instead. Hiring a chop

shop for repairs usually requires the heroes to pay credits equal to the number of hit points that need to be repaired (up to the ship's maximum hit points) + 100 credits. A typical chop shop can repair about 4 hit points per hour per worker, if the heroes wish to hire multiple mercenaries to work simultaneously, increase the per-hit point cost by 50 credits per additional worker.

Gamemasters can use the above formulas to determine repair costs for legitimate spaceports and docking bays as well. However, if a starship has any visible illegal modifications, the mechanics at the spaceport will report the modifications to the authorities. The heroes should be warned that parking a starship at a legitimate docking bay will likely raise some questions and even lead to a confrontation with the authorities if any illegal modifications are immediately visible.

Illegal Modifications

Chop shops are also a great place for the heroes to have illegal modifications made to their starships. When it comes to finding restricted or illegal starship modifications, a chop shop can serve as the black market for the purposes of buying the illegal items. As with repairs, chop shops can be hired to perform the installation as well. Chop shops charge 2,000 credits + the number of Mechanics checks required to install the illegal modification + the number of hours of work required to install the illegal modification. Chop shop mechanics have a base Mechanics skill bonus of +8, and multiple mechanics can use the aid another action to increase this check for the purposes of determining how many Mechanics checks are required to install the modification (see "Fringe Modifications" in Chapter 2 for more information on installation times and checks).

SPACEPORT SUPPORT

Spaceports use a number of unique droids and vehicles in their everyday operation. Below are three examples of technology frequently used in spaceports throughout the galaxy.

K-Series Spaceport Control Droid

The K-Series spaceport control droid from Industrial Automaton is rarely seen but often heard in spaceports throughout the Outer Rim. An administrative droid that handles the space traffic control and other logistical details of a spaceport, the K-Series spaceport control droid is the first line of communication between pilots and spaceport control. The K-Series droid sends automated messages to approaching and departing starships and handles most of the menial, low-level functions of spaceport control.

Tall and awkward-looking, with a dome-shaped head and a bulging midsection, K-Series spaceport control droids stand out in a crowd. K-Series spaceport control droids are skilled and meticulous, and they take their duties very seriously.

K-Series spaceport control droids can be played as droid heroes.

Industrial Automaton K-Series Spaceport Control Droid CL 1

Medium droid (3rd-degree) nonheroic 3
Init +2; Senses Perception +2
Languages Basic, Binary, Basic, High Galactic, Huttese
Defenses Ref 1; Flat-footed 0; For 0; V 0
hp 2; Threshold 10
Immune droid immunities
Speed 6 squares
Melee claw +2 (d4)
Ranged by weapon +3
Base Atk +2; Grp +3
Abilities Str 10, Dex 3, Con 1, Int 16, Wis 13, Cha 3
Special Qualities droid traits
Feats Skill Focus (Knowledge [Bureaucracy]); Skill Focus (Knowledge [Technology]); Skill Focus (Use Computer); Skill Training (Mechanics); Weapon Proficiency (simple weapon)
Skills Knowledge (Bureaucracy) +14, Knowledge (Technology) +14, Mechanics +8, Pilot +7, Use Computer +14
Systems basic processor, walking locomotion, 2 hand appendages
Availability licensed Cost 5,500 credits
Possessions comlink, datapad

RX-Series Pilot Droid

The RX-Series pilot droid from Industrial Automaton is a common, if quirky, replacement for (biological) pilots. Designed to serve as both copilots, following pilots as well as autonomous pilots in charge of menial piloting duties, RX-Series droids are renowned for their tendency to develop personalities much more rapidly than other droids. The RX-Series droid hovers at the piloting station and has three upper-limbs to manage the controls of a starship. Most spaceports have at least a few RX-Series droids on hand to fill in more docked starships, pilot skills full of supplies, or pilots chartered flight through well-traveled regions.

The RX-Series pilot droid has a cylindrical body that shares many features with astromech droids. Their bodies flare out at the bottom into wide repulsorlift platforms, and their heads are slightly more humanoid than an astromech's, with a domed helmet stretching across its top. RX-Series pilot droids generally have amiable personalities (Industrial Automaton designed them to interact with their passengers) and are frequently used as pilots by space tourism companies.

RX-Series pilot droids can be played as droid heroes.

Industrial Automaton RX-Series Pilot Droid CL 1

Medium droid (2nd-degree) nonheroic 4
Init +4; Senses Perception +1
Languages Basic, Binary
Defenses Ref 7; Flat-footed 0; For +0; V 0
hp 10; Threshold 10
Immune droid immunities
Speed 6 squares (hover)
Melee claw +3 (d4)
Ranged by weapon +5
Base Atk +3; Grp +5
Abilities Str 10, Dex 6, Con 1, Int 13, Wis 8, Cha 12
Special Qualities droid traits
Feats Skill Focus (Pilot); Skill Training (Knowledge [galactic lore], Skill Training [Mechanics], Vehicular Combat, Weapon Proficiency [heavy weapons])
Skills Knowledge (galactic lore) +8, Knowledge (Technology) +8, Mechanics +8, Pilot +8, Use Computer +8
Systems heuristic processor, 7 c-34 appendages, hovering locomotion, vocalization
Availability licensed Cost 7,300 credits

TABLE 3-10: RESTOCKING FACILITIES

D20 ROLL	RESTOCKING FACILITIES	PRICE	ADDITIONAL INFORMATION
1-4	Poor	75/kg	Roll d20 each day, on a roll of 1-10, fuel is unavailable. When it is available, the cost is 75 credits per kilogram (due to high demand).
5-6	Average	75/g	Roll d20 each day, on a roll of 1-10, fuel is unavailable.
7-8	Good	50-100/kg	In addition to standard fuel, good fuel is available. Good fuel costs 50 credits per kilogram, but reduces the cost of routine maintenance by 10%.
9	Superior	50-100/kg	In addition to standard and good maintenance, superior fuel is available. Superior fuel costs 50 credits per kilogram, but reduces the cost of routine maintenance by 20%.
10	Excellent	50-100/kg	In addition to standard, good, and superior fuel, excellent fuel is available. Excellent fuel costs 100 credits per kilogram, but reduces the cost of routine maintenance by 30%.

Costs start at 100 credits per day for 100 for every creature per day. Costs are halved for every 100 credits above 100.

Costs of good, superior, and excellent fuel apply only if at least 15 of the last 20 hyperspace jumps were made using the higher grade of fuel.

TABLE 3-11: RESTOCKING FACILITIES

D20 ROLL	RESTOCKING FACILITIES	PRICE	EFFECT
1-4	Poor	15	Roll d20 each day, on a roll of 1-10, consumables are unavailable. When they are available, the cost is 15 credits per living creature per day (due to high demand).
5-6	Average	10-15	Roll d20 each day, on a roll of 1-2, consumables are unavailable.
7-8	Good	5-20	In addition to standard consumables, good consumables are available. Good consumables cost 20 credits per living creature per day, but improves the hit point recovery rate of natural healing by 10% (minimum 1 hit point per day).
9	Superior	10-50	In addition to standard and good consumables, superior consumables are available. Superior consumables cost 50 credits per living creature per day, but improves the hit point recovery rate of natural healing by 20% (minimum 1 hit point per day).
10	Excellent	10-100	In addition to standard, good, and superior consumables, excellent consumables are available. Excellent consumables cost 100 credits per living creature per day, but improves the hit point recovery of natural healing by 50% (minimum 1 hit point per day).

Per living creature per day.

Costs of good, superior, and excellent consumables apply only if the character consumes the higher quality stock for the duration of the natural healing.

TABLE 3-12: MECHANIC AVAILABLE FOR REPAIRS

D20 ROLL	MECHANIC QUALITY	PRICE PER HOUR	EFFECT
1-4	Poor	Special	No mechanic available. For routine maintenance, roll d20 each day, on a roll of 1-10, supplies for routine maintenance are unavailable. When they are available, the cost is 300 credits per hour. A mechanic (nonprior 3) is available to perform routine maintenance and to make repairs or to install or modify systems.
5-6	Average	200	A mechanic (nonprior 4) is available to perform routine maintenance and to make repairs or to install or modify systems.
7-8	Good	300	A mechanic (nonprior 5) is available to perform routine maintenance and to make repairs or to install or modify systems.
9	Superior	400	A mechanic (nonprior 6) is available to perform routine maintenance and to make repairs or to install or modify systems.
10	Excellent	500	A mechanic (nonprior 7) is available to perform routine maintenance and to make repairs or to install or modify systems.

For mechanical starships, multiply the cost by 100 for every size category above Colossal.

Orbital Service Shuttle

[illegible]

Gallofree Yards Orbital Service Shuttle 23K

gleason, 2004, 2005, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 2680, 2681, 2682, 2683, 2684, 2685, 2686

Unit 4. Senses Perception

Defenses for **d** **at** **until** **i** **and** **this** **a** **among**

hp 1, 2, DR, 3, Threshold 1:

Speed = 2 squares/minute or 60 squares/hour

Fighting Space = 8 m² square (10 m x 10 m) Covered area = 24 m²

Base Ack : Cfgn 21:

Abilene 31 4 198 600 100 3

Skills: The speaker is able to understand the main points of a presentation and to identify the key messages.

Crew 100m. Passengers 41 seal up.

Cargo	on Consumables	U.S.	Carried Craft name
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Availability: Licensed. Cost: \$35,000. 20,000 users.

ROCK NO. BAY GENERATOR

Sea ships can't deliver just anywhere in the waters expected to catch them off. Docking bays provide refueling facilities, diagnostics equipment and other services that make a ship's stay in port more comfortable. And, as the fleet grows, the ships will be able to deliver more than just fish. They will be able to deliver the people who need to be there to catch them.

Docking bays are a little more plentiful now available, and non-utilities that can be converted, are the best way to get the tools available to rent and the bare parts. Docking bays are in hand.

SAMPLE ROCKING BAY

[illegible]

creating a working bay with particularly tough locks. DC 25 Mechanics check
Cordoba with quality and efficiency on duty 3 all mcs

For Koi, a 45-minute test, half a day with nothing to prepare, the reward, though he decides to reroll on results of 74 or higher, keeping the 4000 yen roll. He rolls a 75 and the Kōryūgan Ka-shū Kō-aime me has "double paying" his hulu and his feet appear to burn on the cold ground. He is still a little bit pink.

On table 1, the 1990-91 academic year, 1991-92 academic year, and 1992-93 academic year, the 20-kredit course is always the first course taken by the student. In the 1990-91 academic year, the 20-kredit course is the first course taken by the student in the 1990-91 academic year. In the 1991-92 academic year, the 20-kredit course is the first course taken by the student in the 1991-92 academic year. In the 1992-93 academic year, the 20-kredit course is the first course taken by the student in the 1992-93 academic year.

[illegible]

HAZARD

MISFIRE

- 0 The starship passes through a field of floating dust cloud, triggering sensor alarms and a DC 5 Pilot check to avoid a collision with a debris field. For every square of debris, the DC increases by 1 for each round between the alarm sounding and the Pilot check.
- 5-10 The starship encounters space debris, setting off a collision alarm. The pilot must make a DC 5 Pilot check to avoid a collision with a debris field. For every square of debris, the DC increases by 1 for each round between the alarm sounding and the Pilot check.
- 11-20 The starship passes through a field of floating dust cloud, triggering sensor alarms and a DC 5 Pilot check to avoid a collision with a debris field. For every square of debris, the DC increases by 1 for each round between the alarm sounding and the Pilot check.
- 21-30 The starship passes through a field of floating dust cloud, triggering sensor alarms and a DC 5 Pilot check to avoid a collision with a debris field. For every square of debris, the DC increases by 1 for each round between the alarm sounding and the Pilot check.

4-14 MODERATE HAZARD

- 1-8 The starship passes through a field of floating dust cloud, triggering sensor alarms and a DC 5 Pilot check to avoid a collision with a debris field. For every square of debris, the DC increases by 1 for each round between the alarm sounding and the Pilot check.
- 9-14 The starship encounters an uncharted asteroid field, setting off a collision alarm. The pilot must make a DC 5 Pilot check to avoid a collision with a Gargantuan piece of debris. The DC increases by 2 for each round between the alarm sounding and the Pilot check.
- 15-20 The starship passes through a field of floating dust cloud, triggering sensor alarms and a DC 5 Pilot check to avoid a collision with a debris field. For every square of debris, the DC increases by 1 for each round between the alarm sounding and the Pilot check.
- 21-30 The starship passes through a field of floating dust cloud, triggering sensor alarms and a DC 5 Pilot check to avoid a collision with a debris field. For every square of debris, the DC increases by 1 for each round between the alarm sounding and the Pilot check.

15-19 MAJOR HAZARD

- 0 The starship passes through a field of floating dust cloud, triggering sensor alarms and a DC 5 Pilot check to avoid a collision with a debris field. For every square of debris, the DC increases by 1 for each round between the alarm sounding and the Pilot check.
- 1-8 The starship passes through a field of floating dust cloud, triggering sensor alarms and a DC 5 Pilot check to avoid a collision with a debris field. For every square of debris, the DC increases by 1 for each round between the alarm sounding and the Pilot check.
- 9-14 The starship passes through a field of floating dust cloud, triggering sensor alarms and a DC 5 Pilot check to avoid a collision with a debris field. For every square of debris, the DC increases by 1 for each round between the alarm sounding and the Pilot check.
- 15-20 The starship passes through a field of floating dust cloud, triggering sensor alarms and a DC 5 Pilot check to avoid a collision with a debris field. For every square of debris, the DC increases by 1 for each round between the alarm sounding and the Pilot check.
- 21-30 The starship passes through a field of floating dust cloud, triggering sensor alarms and a DC 5 Pilot check to avoid a collision with a debris field. For every square of debris, the DC increases by 1 for each round between the alarm sounding and the Pilot check.

SPACE HAZARDS

Traveling in space is a dangerous proposition under the best circumstances, and travel through hyperspace carries its own set of perils. Ordinarily, the Gamemaster chooses where in a starship's journey a mishap occurs, and, thus, just how far away the ship is from any hope of rescue or assistance.

Space travel hazards can arise when a starship is disabled because of a poorly plotted hyperspace course (see page 237 of the Saga Edition core rulebook). The Gamemaster can use the table below to determine exactly what mishap befalls the vessel. The Gamemaster should roll a d20 to determine the severity of the hazard, then another d20 to determine a specific mishap.

DEALING WITH HAZARDS

When the heroes have a space encounter, the effects should be dealt with in one of several ways. Under the rules for hyperspace hazards in the Saga Edition core rulebook, the ship takes damage and moves down the condition track with a permanent condition. Under normal rules, the hit points can be restored and the condition can be removed with an hour's work and a Mechanics check. Some of the hazards listed on Table 3-13 also have their own skill checks associated with them. Alternatively, the Gamemaster can require that the effects of hazards cannot be dealt with except by a more challenging skill check or series of skill checks, and Gamemasters should feel free to use the sample skill DCs (found on page 78) to determine the difficulty of clearing the effects of the hazard. As a general rule, minor hazards should use the medium DCs, moderate hazards should use the moderate DCs, and major hazards should use the hard DCs. For example, when a ship passes through an uncharted dark cloud, the GM can call for a Use Computer check to recalibrate the ship's sensors; alternatively, the GM could require a hero to physically leave the ship and clean the sensors manually, which could involve Acrobatics or Climb checks to perform the task in zero gravity.

WHAT LAW THERE IS

On the surface, it might seem as though a life of crime is the life of choice for the average hero. However, it is the job of the authorities—the police, planetary security, customs, and so forth—to discourage this sort of thinking by enforcing laws, catching violators, and meting out punishments according to the severity of the offense. In the broadest sense, the severity of a crime is classified as a citation, a misdemeanor, or a felony (although the specific terminology and distinctions of severity vary widely in different jurisdictions and eras).

Law enforcement is tasked with preserving the peace, responding to emergencies, investigating crimes, and apprehending suspects. Once in custody, the suspect moves through the justice system, which holds trials for the accused, sentences the guilty, and incarcerates or otherwise punishes offenders.

Citations

Citations (also called petty offenses, summary offenses, or infractions) are minor violations that rarely involve anything but a fine. Citations include traffic parking, and safety violations, disorderly conduct, unauthorized possession of licensed goods, and unauthorized sale/transport of legal goods. "Sale" includes possession of quantities too large for personal use, and "transport" applies to any quantity that is carried from planet to planet without proof of ownership, customs records, and so forth.

Misdemeanors

Misdemeanors are the least offenses that might involve incarceration, but courts tend to suspect or defer such sentences, especially for first-time offenders. Minor misdemeanors include theft/criminal mischief (such as fraud, slicing, or destruction of property) with less than 100 credits in damages, harassment, brawling, unauthorized possession of restricted goods (including most controlled substances), and unauthorized sale/transport of licensed goods. Major misdemeanors include assault, theft/criminal mischief with less than 1,000 credits in damages, stalking, trespassing, resisting arrest, obstruction of justice (including interfering with or making false statements to peace officers), unauthorized possession of military goods, and unauthorized sale/transport of restricted goods.

Felonies

Felonies are serious crimes that result in incarceration barring a substantial mitigating factor and law enforcement officers pursue felony suspects aggressively. Major felonies include aggravated assault, theft/criminal mischief with less than 10,000 credits in damages, burglary, robbery, kidnapping, causing an accidental death, unauthorized possession of illegal goods, and unauthorized sale/transport of military goods. Major felonies include theft/ criminal mischief of 10,000 credits or more, racketeering, murder, sexual assault, arson, and unauthorized sale/transport of illegal goods. Capital felonies include treason, piracy, terrorism, armed rebellion, and aggravated murder involving multiple victims or a government official.

LAW ENFORCEMENT

The role of law enforcement depends on the circumstances under which they learn of a crime. If a law enforcement officer directly observes a crime in progress, of course, the officer intervenes quickly to preserve the peace and apprehend the suspect—or to call for backup.

Calls for Help

From the point of view of the criminal, the best way to avoid trouble is be far away before law officers reach the scene. As a swift action, any criminal can use a short emergency code to contact local dispatchers that can send one or two patrolling security officers to investigate (see page 122).

Although response times vary considerably from planet to planet, patrol officers usually appear 124×10 rounds after dispatch reports a crime in progress. Multiply these times by 5 for areas with no regular security presence (such as frontier or wilderness areas), multiply by 2 for lightly patrolled areas, multiply by 1.5 for heavily patrolled areas, and multiply by .5 for areas with a constant security presence (such as near major government facilities).

If a major crime is in progress (such as a bank robbery, hostage situation, or open blaster fire) or if the first officer on the scene calls for backup, multiple units are dispatched, increasing the chances of an early response. Roll $1d4+1$ to determine the number of units deployed, then determine the response time for each unit separately.

In a serious emergency, officers can call for a crisis response team of security experts (see page 221) with heavier armor, better weapons, armored vehicles, and so forth. Because these teams don't patrol the area regularly, they have a typical response time of $2d10 \times 10$ minutes, modified as above.

Reasonable Use of Force

If a law enforcement officer catches a criminal in the act of committing the crime, the officer's job comes down to one primary task: arresting the perpetrator and any accomplices.

Although willing to chase a criminal as far as equipment and endurance allow, the officer prefers not to endanger the lives of civilians in the process (a limitation of that criminals are certain to exploit). If the crime is particularly severe, though, the officer might feel compelled to bring the suspect down by whatever means available.

Even so, law enforcement officers are not interested in killing the suspect. Instead, they utilize the stun settings on their blasters, or, if they are close enough, employ stun batons to subdue subjects long enough to put them in binder cuffs. Nevertheless, the intent to use minimal force might be cast aside within the first few seconds of an arrest procedure. In encounters with law enforcement, officers start with their weapons set to deal normal damage but they switch to stun immediately unless a suspect is visibly threatening with deadly force. Particularly peaceful worlds might only use nonlethal weapons, but corrupt or tyrannical regimes rarely use stun weapons unless rounding up dissidents for "questioning."

Investigation

If the suspect is no longer on the scene when the officers arrive, the officers begin an investigation by interviewing the victims (assuming they are still able to communicate), interviewing any witnesses, and collecting any other available evidence. A successful DC 15 Gather Information check provides a reasonably accurate description of the perpetrators (at least, how they appeared when they were seen), and a successful DC 20 Perception check reveals clues that the perpetrators might have left behind. If the area is monitored, the officer can access local camera records with a DC 15 Use Computer check (or at least request those records from the camera's owner).

Armed with this information, the investigating officer files a report with his superiors, and together they determine the case's priority. Citizens and minor misdemeanors are the lowest. The officer might take no further action for a few days while he addresses other cases, and he will devote at most one day out of a work week to following up on the case. (Of course, if the descriptions and clues lead to an obvious conclusion, the officer might try to wrap up the case as quickly as possible.)

In the case of larger crimes—major misdemeanors and minor felonies—the officer might spend a little time juggling his workload to follow up on the case within the next day or so. The officer pursues the case as much as possible during working hours, and might make a few "off the record" inquiries when he is off duty, and continues to do so until a more important case comes on.

When the crime is particularly serious—major felonies or capital crimes—the case is assigned to an inspector (see page 123) who drops everything to try to catch the report (as soon as possible) or maps even running in assistance from other officers or agencies. The inspector distributes descriptions of the suspects to patrol officers, security checkpoints, and starposts. Other officers monitor known hangouts and question the suspect's family and friends. The lead investigating officer and his subordinates spend every waking hour working on the case until they capture the suspect or have exhausted all leads, or until an even bigger crime occurs.

Arrest

The presumption of innocence until proven otherwise is a fine concept for advanced societies (such as that of the Old Republic). However, on less civilized worlds (such as on the Outer Rim), the policy is often to arrest any potential suspect and sort out the guilty from the innocent later. In most cases, though, the job of law enforcement is to bring a suspect into custody, while the justice system builds a case against the suspect. Those who resist arrest might need medical attention, but unless the suspect is dying, such attention might not be given until after the suspect is searched, processed, and locked up.

Processing an arrested suspect begins with searching the suspect for hidden weapons or evidence, followed by establishing the suspect's identity by comparing his or her image and description (including fingerprints, voice,

TABLE 2-1 SENTENCING

SEVERITY OF CRIME	1ST OFFENSE	2ND OFFENSE	3RD OFFENSE
Minor	200 credit fine	500 credit fine	1,000 credit fine
Minor misdemeanor	500 credit fine week incarceration	1,000 credit fine 1 month incarceration	2,000 credit fine 2 months incarceration
Misdemeanor major	1,000 credit fine 2 months incarceration	2,000 credit fine 5 months incarceration	5,000 credit fine year incarceration
Minor felony	2,000 credit fine year incarceration	5,000 credit fine 2 years incarceration	10,000 credit fine 3 years incarceration
Felony major	5,000 credit fine 5 years incarceration	10,000 credit fine 8 years incarceration	20,000 credit fine 20 years incarceration
Felony capital	20,000 credit fine lifetime incarceration or execution	N/A	N/A

SENTENCING

The penalties for committing crimes vary, depending on the severity of the crime and the defendant's prior record.

During sentencing, the convicted criminal (or his representative) can attempt to convince the judge (or jury) to reduce the sentence by making a Persuasion check (DC 10 for citations, plus 5 per additional step of severity and per each prior conviction), a DC 25 Knowledge (bureaucracy) check, or both. If either check succeeds, reduce the penalty by 50%. (In the case of misdemeanors with fines and mandatory incarceration, the judge can remove the mandatory incarceration. If both checks succeed, or if either check succeeds by 10 or more, reduce the penalty by 75% for removal of the mandatory incarceration and half of the fine for a misdemeanor.)

If the defendant pleaded guilty (thereby skipping the trial), the sentence is automatically reduced by 50%, and it is reduced by 75% if either the Persuasion check or the Knowledge (bureaucracy) check succeeds. If the result of a trial yields the minimum punishment possible for a given charge, punishment is automatically reduced by 75%.

INCARCERATION

Once someone is found guilty of a crime that character can expect to be sent off to a prison facility at the earliest convenience of the authorities. Prisons in *Star Wars* are highly secure, with mechanical and electronic locks on the cells and doors, one guard for every twenty prisoners, and full medical and recreational facilities to keep the inmates healthy and manageable. They are often located on the same planet on which the trial was conducted. Though some planets abhor prisons and instead have "rehabilitation centers" where criminals are taught to become productive members of society. At least, this is the case in Republic prisons.

During the reign of Emperor Palpatine, prisons are dirty, overcrowded, understaffed, undersupplied, and isolated. Imperial prisons are sometimes entire planets, which serve as dumping grounds for convicted criminals. Virtually no guards remain, and the prisoners are left to fend for themselves in impossibly harsh conditions. The only way to escape the prison planet is to hijack a supply ship or sneak aboard as a stowaway. Incarceration in an Imperial prison is commonly viewed as a death sentence. Many convicts perish at the hands of other inmates or succumb to the harsh conditions of the environment.

Forced Labor Worse even than Imperial prison planets are the labor camps set up by the Empire, such as the infamous spice mines on Kessel. A character sentenced to any sort of forced labor camp works until he dies or somehow escapes.

Conditions are often barely tolerable, with high gravity, extreme temperatures, toxic atmospheres, or even mild radiation being an everyday fact of life. Prisoners who survive in these environments, hazards might be braced until they return to work, or executed in the most expedient way possible.

For more details on the conditions in a forced labor prison, see the Prison Break scenario in Chapter 6: Fringe Encounters.

CHAPTER IV PRINCE ELEMENTS





Although many women live a life of idleness looking for an easy way to make a credit or always the consequences of a bad decision, in truth, life as an adulteress isn't easy. Once you move away from the safety of government—moral its guardians—you're on your own. If someone catches you, God forbid, if you angle the wrong shadowy figure, you might find beauty hunters' assassins looking to even the score.

Even so, some prefer to live by their own rules even if it means they have to keep their eyes open and a blazer handy. Some don't abide life when society's rules (be them fair or foul). Others already stand accused, rightly or wrongly, and prefer any free existence to life in the spite, stress of blame. Finally, a few don't keep away from the forbidden, performing life in the vulnerability of the game's socially-sanctioned sin.

CRAB OF PLAY

In every era, in every region, there are noteworthy characters—entirely of their own will—who choose to reside the law and live in the shadows. Some do so for heroic reasons, boldly throwing off the drapery of tyranny and unjust rule. But most are alive looking for a quiet wealth or first experience in greed, hate, or fear.

The following are some of the most notorious, successful, infamous, and misanthropic assassins, crime lords, beauty hunters, and smugglers the game has ever seen. Some of the characters described in this chapter might not appear in your campaign or even in the era during which your campaign is set. No problem! Feel free to mix these game statistics for new characters of your own devising, changing names and backgrounds as needed. You may also replace components, talents, and traits to create custom characters for other players to interact with.

BOSHEK

If a "typical" Corellian seen from the years of the Galactic Civil War exists, BoShek is it.

Driven by a desire for excitement and a dislike of rules, BoShek left his hometown to make his fortune in the ranks of underworld pilots. He shied away from the roles of enforcer or bounty hunter and focused on smuggling and espionage missions. He also took jobs that looked to increase his overall fame and reputation. He holds the record for completing the Kessel Run in the fastest time, even beating out his friend and rival Han Solo.

BoShek took a regular job ferrying clients to and from an outlaw slicer workshop concealed within a monastery on Tatooine, so he spent a lot of time there. While visiting Chalmers Cantina in 35BBY, Enley, he was approached by Obi-Wan Kenobi, seeking passage to Alderaan. BoShek couldn't take the job because his ship had been shot down, but he directed the old Jedi to Chewbacca and Han Solo.

After that brief touch with history, BoShek went his own way. He used to study the Force further but found his talent wasn't strong enough to grow (or his own attitudes prevented it from doing so). Shortly thereafter, he found a woman on the run from a Rebel cell that sought to kill her. His noble side getting the better of him, he helped her cross the planet only to discover she was an Imperial agent. Though she suggested he join the Empire, BoShek refused and was incarcerated. Although his known history ends there, the odds are slim that the Empire left such a talented, neutral pilot to rot in a cell.

BoShek excels when behind the controls of a starfighter, space transport, or armed speeder. He believes his best chance at victory is to face foes head-on. As a result, he prefers craft with powerful weapons and strong armor over sleeker, more maneuverable designs.

"MOST OF THE BEST
FREIGHTERS
CAN BE FOUND
HERE ONE WAY OR
YOUR STEP, THIS
PLACE CAN BE A
LITTLE ROUGH."

Obi-Wan Kenobi.

BoShek

Medium Human soldier 7'2" pilot

Destiny: Force 4

Init: +12, Senses Perception +4

Languages Basic, Shyriiwook

Defenses Ref 26 (Flat-footed 22), Fort 22, Will 8

hp 83, Threshold 22

Speed 6 squares

Melee unarmed +8 (1d4+5) or

Ranged blaster pistol +10 (3d6+4)

Base Atk +7, Cwp +10

Atk Options Burst Fire, Devastating Attack, Penetrating Attack

Special Actions Full Throttle, Point-Blank Shot, Vehicular Combat

Abilities Str 13, Dex 17, Con 14, Int 12, Wis 10, Cha 10

Talents Devastating Attack (heavy weapons), Draw Fire, Full Throttle,

Penetrating Attack (heavy weapons), Weapon Specialization

(heavy weapons)

Feats Armor Proficiency (light, medium), Burst Fire, Force Sensitivity,

Point-Blank Shot, Skill Focus (Pilot), Vehicular Combat, Weapon Focus

(heavy weapons), Weapon Proficiency (heavy weapons, pistols, rifles,

simple weapons)

Skills Initiative +12, Knowledge (tactics) +10, Mechanics +10, Pilot +12,

Use Computer +10

Possessions blaster pistol, comlink, thermal detonator

BOOSTER TERRIK

Booster Terrik began life as a Corellian seeking his fortune and adventure, having little luck finding the former and trouble every time he found the latter. His luck flipped repeatedly in the early years of his career, eventually taking a turn toward the profitable when he found a rich, bored Bordorian patron named Jollison, who was more than willing to pay the way of Terrik would take him on as a copilot. Terrik happily agreed, and the two began a modest business as smugglers. Because of their lack of experience, they were caught more than once, but they always escaped with a good dose of blind luck. Their luck would eventually have run out: if the Clone Wars hadn't started, by then the Republic had more serious concerns than two mid-level smugglers and their gray-market cargoes.

Although Terrik was mostly concerned with making a profit, Jollison was a strong philosophical supporter of the Separatists (or at least those who were genuinely fighting for the right to be free). Terrik went along and was soon a supplier of fringe Separatist groups. When the Clone Wars ended, Terrik continued doing business with those groups that escaped detention. He later fell in love with a woman named Jysella, and the two had a daughter, Mirax. As a result, Terrik tried to settle down to spend more time with his family. He and Jollison parted ways on good terms.

Aboard the star yacht *Pulsar Storm*, Terrik struggled to make ends meet—either legally or illegally—but luck continued to turn against him. When his wife died, he was forced to turn to friends, the Antilles family, to help raise Mirax. Terrik left his daughter with them whenever he had to make a long run, and he took both Mirax and the Antilles boy, Wedge, with him on shorter runs. He came to think of Wedge as his own blood: when Wedge's parents were killed by pirates, Terrik loaned the young man a Z-96 Headhunter well aware that he would use it to get revenge.

That casual disregard for the law caught up with Terrik eventually, and he was captured and sentenced to 5 years on Kessel. Five years of hard labor destroyed men with more obvious determination than Booster. Terrik and many Coruscant officers assumed the freedom-loving smuggler would make a bid for escape (and he killed) long before his time was served. Terrik certainly considered possible escape routes, but he never saw one that looked promising enough to risk his life. Instead, he did his hard labor, building his already considerable muscles to Gamorrean proportions, and fought the deadly boredom of an unchanging daily routine.

When Booster Terrik was released shortly after the Battle of Hoth, he found a galaxy in full rebellion, his daughter a competent smuggler in her own right, and young Wedge a combat pilot for the Rebel Alliance. He spent years keeping a low profile, but eventually found himself drawn back into Mirax and Wedge's battle with the Empire. Terrik joined forces with them to fight Ysanne Isard, Director of Imperial Intelligence. He took over operation of their base of operations, Yag'Dhuu Station, and turned the station into a successful shadowport business. Terrik's small and thinly spread organization was still powerful enough for him to deal on nearly even terms with Hutts and Talon Kander when the situation called for it. In that capacity, he ended up being involved in the capture of the Star Destroyer *Vulture*, which he managed to persuade the Alliance to hand over to him. Renaming the ship *Errant Venture*, he turned it into a mobile shadowport to rival any in the galaxy. (For more on the *Errant Venture*, see "Locations" below.)

Although it took more than a decade for Terrik to get the *Errant Venture* on financially viable footing, he managed to do so when most of the galaxy assumed he couldn't. His operation remained small, but even a stripped-down Star Destroyer acting as its mobile base of operations gave it a considerable advantage. Terrik continued to do those he saw as family, primarily Mirax and Wedge, and to a lesser degree Corran Horn and the current or former members of the Rogue Squadron.

Terrik is a proud, blunt man. He is willing to rough up senators, talk back to warlords, make demands of galactic governments, and refuse to show any sign of shame for doing so. Terrik considers himself a self-made man, and doesn't accept dominion from anyone—especially not now that he owns the *Errant Venture*. If he can fix a problem by knocking heads together, he does so. However, he is capable of resorting to bravado when true force fails, and even subterfuge if pushed to it. Although he accepts no national loyalties, those he considers friends can count on him to back them against any threat,

Booster Terrik

Medium Human scoundrel, 5'6 (soldier), 5'6 (lie lord) 2

Destiny 2 Force 6, Dark Side 3

Init +6 (Pick a Fight): Senses Perception +12

Languages Basic, Boshese, Huttese

Defenses Ref 26 (flat-footed 24), Fort 26, Will 27 command cover +1, Inspire +4

hp 36 Threshold 3

Speed 6 squares

Melee unarmed 2 1d8+9 or

Melee unarmed +12 (2d8+9) with Mighty Swing or

Hanged blaster pistol +9 (3d6+6),

Base Atk +9, Crg +12

Atk Options Cantina Bravado, Crush, Allee Defense, Mighty Swing, Pin, Point Blank Shot, Sucker Punch, Trip

Special Actions Better Lucky than Dead, Fool's Luck, Jinnany Luck, Vehicular Combat

Abilities Str 12, Dex 10, Con 14, Int 14, Wis 12, Cha 10

Special Qualities command cover +1

Talents Better Lucky than Dead, Cantina Bravado, Fool's Luck,

Inspire Fear 1, Notorious, Pick a Fight, Sucker Punch, Jinnany Luck

Feats Crush, Improved Damage Threshold, Improved Defenses, Martial

Arts 1, Martial Arts II, Allee Defense, Mighty Swing, Pin, Point Blank

Shot, Trip, Vehicular Combat, Weapon Proficiency (pistols, rifles,

simple weapons)

Skills Perception +11, Gather Information +11, Knowledge (bureaucracy)

+13, Knowledge (galactic lore) +13, Perception +12, Persuasion +11

(can retell when intimidating and take better result), Pilot +11

Possessions blaster pistol, comlink, credit chip, datapad, *Errant Venture*

BOSHESH

Boush was an Ubese bounty hunter best known for being impersonated by Leia Organa at Jabba's Palace shortly after his death. He also had a reputation for being extremely calm, a useful quality in a profession filled with trigger-happy blaster jockeys. This is not to suggest Boush was incapable of emotion; indeed, he hated all non-Ubese with a passion. Nevertheless, Boush was in complete control of his emotions, and he prided himself on always being able to make a calm, reasoned decision even in the heat of combat.

Boush was slender even for an Ubese. This made it more difficult for the bounty hunter to deliver the level of physical intimidation that is longing in targets without constantly fighting every two-credit hired blaster with an attitude and a desire to prove they could take a bounty hunter. As a result, Boush preferred to use powerful explosives to make an impression. Boush wore a bandolier of grenades chosen for the needs of a particular mission. Since he was known for being somewhat suicidal, his foes were willing to

JODO KAST

The mercenary Jodo Kast began his career as a commando working for the Rebel Alliance. On a mission to Goratka III, Kast's force ran into a bounty hunter in Mandalorian battle armor. The Rebel forces mistook this bounty hunter, named Feskik Boba Fett, for the feared Boba Fett. During the fighting, Kast escaped and discovered the armor was Boba Fett's. Kast also realized that Boba Fett's reputation was so great that anyone mistaken for the legendary bounty hunter would have an advantage in the galaxy. He became more interested in the hunt for bounty hunters than in the Rebel Alliance.

Jodo Kast impersonated Boba Fett and began taking contracts and making contacts. He modified his gear to look as much like Fett's as possible, rigging a heavy blaster to appear to be a carbine and repainting his own armor to match Fett's. Once he knew the ins and outs of the criminal underworld, Kast realized it might not be wise to take the name of the best tracker and fighter in the bounty hunting business, so he repainted his armor to a new, unique pattern. He began taking contracts under his own name, remaining mysterious about his armor and any assumed connection to the Mandalorian hunter.

During this period of the Galactic Civil War, Jodo Kast was a more successful scout and mercenary than bounty hunter. He could find and bring in low-level targets, and he was an effective combatant in a stand-up fight—but Kast lacked the true bounty hunter skill in tracking down elusive targets or extracting them without triggering a larger battle. He worked for a time with two other bounty hunters, Zarda and Huggles Trod, allowing them to do the legwork while he acted as the backup. During this time, he acquired a Lambda-class shuttle, which became his base of operations. He had the shuttle massively up-gunned and renamed it the *Fazgatch*, and for a time Zarda and Trod traveled in it with him.

The partnership didn't last, and Kast found himself on his own again. When word got out that Boba Fett had died in the belly of the Sarbac, Jodo Kast decided the time was again right to begin impersonating the more famous hunter—and charging the higher prices that Fett's name commanded. Eventually, Jodo Kast spent considerable time proving to people that Boba Fett was still alive. Thus, when the true Boba Fett began operations again (albeit the Sarbac found him to be somewhat "indigestible"), no one questioned if Fett was an impostor or a genuine, he was just impersonating, in the words of Kast. On Nai Hurta, five years after the Battle of Yavin, Fett captured Jodo Kast and placed him in a death trap. Fett explained that if Kast could escape the trap, Fett would have no further quarrel with him—but Fett added that Kast wouldn't survive because he was just an imposter. Fett was right.

Jodo Kast

Medium Human soldier 3/Scout 4/Gunslinger 3
Destiny 2: Force 5, Dark Side 2
Init: 8 (Improved Quick Draw), Senses Perception +11
Languages: Basic, Huttese, Alderaanian
Defenses: Ref 32 (20 Flat-footed), Fort 26, Will 20, Evasion
hp 92 Threshold 26
Speed 4 squares, Surefooted: 6 squares
Melee: unarmed +11 (106+7) or
Ranged: heavy blaster +13 (4d8+5) with Rapid Shot or
Blasted thermal detonator +12 (8d8+5, 4-square burst)
Range: Atk +9, Grp +12
Ask Options: Collateral Damage, Point Blank Shot, Precise Shot
Special Actions: Improved Quick Draw, Shake It Off

Abilities: Str 14, Dex 16, Con 14, Int 12, WIS 12, Cha 0

Special Qualities: trusty sidearm +1

Talents: Armored Defense, Evasion, Improved Armored Defense, Improved Quick Draw, Surefooted, Trigger Work

Feats: Armor Proficiency (light, medium), Collateral Damage, Martial Arts 1, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Shake It Off, Weapon Focus (pistols), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)

Skills: Climb +12, Endurance +12, Knowledge (galactic lore) +17, Mechanics +11, Perception +11

Possessions: battle armor, heavy blaster pistol, thermal detonator code cylinder, comlink jet pack (10 charges), pocket scrambler

JORI CAR'DAS

Though few people know his name, Jori Car'das has touched many of the most important events in the galaxy. Beginning his career as a Corellian navigator on a smuggling ship, he and his allies were captured by the Chiss commander Thrawn on the Outer Rim. Despite the protests of his fellow prisoners, Car'das was entirely open and honest with Thrawn. He was held long enough to learn the Chiss language and learn something of their ways. When Thrawn finally released him, the two parted as friends. However, Car'das was also the first Corellian that Thrawn ever met, and the insight Thrawn gained about the Galactic Republic would serve him well when he later became an Imperial officer.

While a Chiss prisoner, Car'das made the acquaintance of Kitnum Doñana, who had been sent by Darth Sidious to destroy the Republic's Outbound Flight before both it and Doñana crossed Chiss space. When Doñana and Car'das returned to the Republic, Doñana helped Car'das establish a smuggling operation that was also to serve as a spy ring for Darth Sidious (although Doñana kept his ultimate benefactor secret from Car'das).

By the time of the Clone Wars, Car'das was a powerful smuggler and a rising crime lord. Though he did not yet have the power of the Hutts, he was

in a position to take over Rooster Terrik's organization when Terrik was sent to Kessel. After the Clone Wars, Car'das was captured and badly injured by a Dark Jedi, and he survived only after finding Yoda on Dagobah and receiving healing from the exiled Jedi Master. The experience gave Car'das renewed drive, and he began diversifying his criminal empire so as to be involved in a wide range of activities but dominant in none. With this tactic, as well as an increasing interest in information, he built an organization that rivaled that of even the Hutts.

In the same year as the Battle of Yavin, Car'das's health once again began to fail him. He flew off in a private yacht to seek further healing from Yoda, but the Jedi Master chided him for waiting the second chance he had already received. Car'das never returned to his criminal empire, leaving it to be taken over by Talon Karrde.

Car'das never inquired to Exocron, hoping to find aid from the Aung-Ti monks. He required regular treatments from them, but he eventually managed to recover. He was, however, stuck on Exocron (so he could stay close to the monks), so he built a fortress and a vast library of datapads. When Talon Karrde later sought Car'das, hoping for a copy of a document to end a brewing political war, Car'das was able to turn events to his favor once more. He allowed Karrde's agents to find him while at the same time luring an enemy of the Aung-Ti, the crime lord Reik's, to his destruction. Although Car'das either couldn't or wouldn't give Karrde the exact information he sought, he did have enough other information to give Karrde an edge in the following negotiations.

After that, Car'das once again faded into the background, apparently recovered enough to leave Exocron for prolonged periods. He made at least one known trip to Coruscant after the death of Thrawn, apparently to fulfill a promise he made decades before, but the details of his later actions are sparse at best. Still, he is a cunning and canny smuggler who once ruled an organization that could even threaten major governments, so it would be unwise to assume Car'das is done affecting events in the galaxy.

The following star block represents Jory Car'das at the height of his criminal empire, after his encounter with the Dark Jedi and subsequent healing by Yoda but before his renewed health began to fail. This is appropriate for use in any Dark Times campaign, set between the end of the Clone Wars and the Battle of Yavin.

Jory Car'das

Medium Human noble 71me lord 5

Destiny 2 Force 6 Dark Side 5

Init + 2 Senses Perception +11

Languages Basic Bithese Chewi, Durese, Huttese, Rodese

Defenses Ref 26 (Anti-Focused 25), Fort 23, Will 27 command cover +2.

Inspire Fear II

hp 65 Threshold 23

CL 12

Speed 6 squares

Melee unarmed +9 (1d4+7) or

Ranged blaster pistol +9 (3d6+6)

Base Atk +6, Gp +9

Atk Options Point Blank Shot, Precise Shot

Special Actions Ambush, Born Leader Dirty Tactics, Inspire Ally.

(Vehicular Combat)

Abilities Str 12, Dex 13, Con 10, Int 14, Wis 11, Cha 18

Talents Ambush, Attract, Minion +2, Born Leader, Connections, Dirty

Tactics, Inspire Ally, Inspire Fear, Inspire Fear II

Feats Force Sensitivity, Friends in Low Places, Improved Defenses,

Linguist, Point Blank Shot, Precise Shot, Skill Focus (Gather

Information, Knowledge [galactic lore], Persuasion, Vehicular Combat,

Weapon Proficiency (pistols, simple weapons)

Skills Deception +15, Gather Information +20, Initiative +12, Knowledge

"bureaucracy" +12, Knowledge [galactic lore] +18, Perception +11,

Persuasion +20, Pilot +12, Use Computer +13

Possessions Blaster pistol, code cylinder comlink (encrypted, long-range), credit chip, datapad

MIRAX TERRIK HORN

Adean Terrik, without doubt, took after her father. Raised on Corellia, Mirax spent much of her youth with childhood friend Wedge Antilles. When her father was apprehended by CorSec and sentenced to hard labor on Kessel, the underage Mirax took control of the small part of his smuggling operation not seized by Jon Car'das. She personally flew the Baudo-class star yacht *Pulsar Skate*, managing to keep the organization together in part by shifting to mostly legal jobs. Until his defection to the Rebellion, Wedge aided her when he could, mostly with free ship repairs.

Eventually her path and that of Wedge Antilles would cross again, as Wedge and his squadmate Corran Horn rescued her from the Imperial vessel *Black Asp*. Corran Horn was the son of Hal Horn, who had captured and imprisoned Mirax's father. Despite her instinctive dislike of anyone related to Hal Horn, Mirax's friendship with Wedge convinced her to work for the Rebellion, and this in turn put her in more regular contact with Corran.

As she smuggled critical supplies to the Rebellion and later the New Republic, Mirax came to appreciate Corran Horn. The two eventually fell in love and were married. Never content to allow her husband to have all the adventure, Mirax was active in blockade running, hunting Imperial criminals, and operating a smuggling empire even after being married and having children. She became good friends with Mara Jade and eventually began to learn the operation of her father's ship, the *Briant Venture*.

Mirax often succeeds by acting creatively. She catches her foe off-guard with sudden maneuvers (in both the tactical and strategic sense). She fiercely defends of her family, friends, and allies. Those who would see this as a weakness discover the hard way that Mirax doesn't take threats well.

Miras Terrik Horn

Medium Human humanoid, 7m-tall, privateer
Destiny + Force 5
Init + Senses Perception +5
Languages Basic

Defenses Ref 24 (flak-fueled), Fort 2 Will 26
hp 35 Threshold 4

Speed 6, quadruped, fire-fueled, running attack

Melee vibroblade +10 (2d6+4)

Ranged blaster pistol +10 (3d6+5)

Base Atk +8, Grp +10

Ask Options Crippling Shot, Dirty Fighting, Point Blank Shot, Precise Shot
Special Actions Cunning Strategist, Disruptive, Raider's Prey, Take Them Alive, Vehicular Combat, Veteran, Printracer, Encounter, Walk the Line
Abilities Str 8, Dex 15, Con 12, Int 10, Wis 4, Cha 17
Talents Cunning Strategist, Disruptive, Raider's Prey, Speechcraft, Take Them Alive, Walk the Line

Feats Feet-footed, Point Blank Shot, Precise Shot, Running Attack, Skill Focus (Persuasion, Pilot), Vehicular Combat, Weapon Finesse, Weapon Proficiency (advanced melee, pistols, simple weapons)

Skills Deception +13, Knowledge (galactic lore) +10, Mechanics +10
Persuasion +8, Pilot +7

Possessions blaster pistol, vibroblade, code cylinder, comlink, rangefinder, toolkit, utility belt, medpac, space transport

MOXIN TARK

Moxin Tark is a notorious bounty hunter respected for his cruelty and viciousness. Active during the Galactic Civil War and the days of the New Republic, Tark cares little for the sanctity of life or the trails of blood he leaves in his wake. Tark's father was a career military commander and served the Empire faithfully, but Moxin elected not to follow in his father's footsteps. At a young age, he abandoned a privileged life on Bandonia and sought a career to spite his father's honorable legacy.

Moxin Tark wears the armor of the Sun Guards of Thyrsus, which is said to have inspired the armor of the Imperial Royal Guard (and, likely, the Senate Guards that preceded them). Tark's armor has been modified to suit his needs and he takes great care in upgrading and maintaining his systems, allowing him to function alone, without the need for partners. Tark believes that fear is an extremely powerful weapon, and he goes out of his way to terrorize a mark before taking it into custody.

CL 10

Moxin Tark

Medium Human soldier, 1.8m, 250lb, bounty hunter 4
Destiny Force 5, Dark Side +
Init + 7 Senses low, high vision Perception +4
Languages Basic, Huttese

Defenses Ref 31 (armor), Fort 29, Fort 24, Will 24
hp 85 Threshold 24

Speed 6, quadruped

Melee force pike +11 (2d10+7)

Ranged heavy blaster pistol +7 (3d6+5) or

Ranged blaster rifle +8 (3d10+5)

Base Atk +8, Grp +10

Ask Options autofire (blaster rifle), Hunter's Mark, Keen Shot, Point Blank Shot

Special Actions Fool's Luck, Hunter's Target, Shake It Off!

Abilities Str 10, Dex 14, Con 13, Int 2, Wis 15, Cha 8

Special Qualities familiar foe +2

Talents Acute Senses, Armored Defense, Fool's Luck, Hunter's Mark,

Hunter's Target, Improved Armored Defense, Keen Shot

Feats Armor Proficiency (light, medium, Point Blank Shot, Shake It Off)

Skill Focus (Persuasion), Skill Training (Persuasion), Skill Training

(Survival), Skill Training (Use Computer), Tech Specialist (see page

21 of *Starships of the Galaxy*), Weapon Proficiency (advanced melee

weapons, heavy weapons, pistols, rifles, simple weapons)

Skills Endurance +4, Initiative +12, Mechanics +12, Perception +14,

Persuasion +14, Pilot +12, Survival +12, Use Computer +13

Possessions blaster rifle with improved accuracy modification, force

pike with improved damage modification, heavy blaster pistol with

improved accuracy modification, ceremonial armor (+8 armor) with

helmet padding and protective modification, blinders, medpac, (1d4

comlink, microbinoculars, various personal belongings)

PRINCE XIZOR

The enigmatic leader of the Black Sun crime syndicate leading up to and during the Galactic Civil War, Prince Xizor is a dangerous Falleen whose physical prowess is outmatched only by his brilliance and cunning. Xizor rose to lead the Black Sun crime syndicate thanks to his ruthlessness and his ability to outthink his opponents, and Xizor prides himself on his ability to read people. Xizor believes (perhaps too much) that there is no one in the galaxy who cannot read and manipulate, including Darth Vader and the Emperor. In addition to his vicious cunning, Prince Xizor also keeps himself in peak physical condition, and is skilled in a variety of martial arts and marksmanship. Unlike many of his fellow crime lords, Xizor does not leave his safety up to his minions and followers, although he does have an expensive and well-trained human replica droid bodyguard, Guri.

CL 11

Xizor is a tall, muscular falcon with green, scaly skin and long black hair pulled back in a topknot. Xizor owns a skyhook that floats in the space above Coruscant and has a personal StarViper-class attack platform he uses for transportation.

Prince Xizor

CL 16

Medium Falcon noble 7'ering lord 9

Destiny 2 Force 6, Dark Side 14

Int 14, Senses Perception +20

Languages Basic, Doshie, Botheese, Falleen, High Galactic, Multise, Rodese, Ryl, Sultheese

Defenses Ref 32 (flat-footed 26), Fort 26, Will 32

hp 80, Threshold 20

Immune +5 1' Force Defense against fallen pleromorphs

Speed 6 squares

Melee unarmed +13 (1d10+9)

Ranged blaster pistol +13 (3d6+8)

Base Atk +12, Grp +13

Atk Options Point Blank Shot, Precise Shot, Sniper

Special Actions Impel Ally I, Impel Ally II, Impel Ally III, Improved Weaken Resolve, Inspire Fear II, pheromones, Presence

Abilities Str 13, Dex 12, Con 10, Int 17, Wis 4, Cha 16

Special Qualities command cover, hold breath, pheromones, pheromone aura, immunities

Talents Impel Ally I, Impel Ally II, Impel Ally III, Improved Weaken Resolve, Inspire Fear I, Inspire Fear II, Notorious, Presence, Terror, Unsway Reputation, Weaken Resolve, Wealth

Feats Linguist, Martial Arts I, Martial Arts II, Martial Arts III, Point Blank Shot, Precise Shot, Skill Focus (Deception), Skill Focus (Perception), Skill Focus (Persuasion), Sniper, Weapon Proficiency (droids, simple weapons)

Skills Perception +2, Gather Information +16, Initiative +14, Knowledge (bureaucracy) +16, Knowledge (galactic lore) +16, Knowledge (social sciences) +16, Perception +20, Persuasion +21 (may reroll keeping the better result), Pilot +14

Possessions blaster pistol, comlink, ring robes, human replica droid (see page 152 of *Threats of the Galaxy*), the Virago (see page 134 of *Starships of the Galaxy*), various personal belongings

SNOOVA

Snoova is a Wookiee bounty hunter active during the time of the Galactic Civil War. Exiled from Kashyyyk for using his claws in combat (a taboo that the Wookiees take very seriously), Snoova turned to a life on the fringe to avoid slavery at the hands of the Empire. Though not much is known about Snoova, he is said to be a member of a mercenary group known as

the AutoPum Sward, and Black Sun has been known to employ his services from time to time. Snoova also takes Imperial bounties and is well known as a brutal, bloodthirsty bounty hunter.

Snoova is recognizable among the other Wookiees thanks to his, at which is mottled with black spots, and the way he shaves the top of his head so that his fur comes to a flat top. Snoova lost an eye in pursuit of a bounty and wears an eyepatch that connects to cybernetics lodged in his eye socket, giving him enhanced vision (replicating the helmet package found on many armors).

Snoova

CL 10

Medium Wookiee soldier 4/scout 3/bounty hunter 3

Destiny 1, Force 5, Dark Side 10

Int 14, Senses low light vision, Perception +2

Languages Basic (cannot speak), Shyriiwook

Defenses Ref 25 (flat-footed 24), Fort 25, Will 20

hp 15, Threshold 25

Speed 6 squares

Melee vibro-ax +5 (2d10+10) or

Melee vibro-ax +10 (2d10+20)

Ranged heavy blaster rifle +11 (3d10+5)

Base Atk +9, Grp +14

Atk Options autofire (heavy blaster rifle), Devastating Attack (advanced melee weapons), Hunter's Mark, Point Blank Shot, Power Attack, Surker Punch

Special Actions Hunter's Target, Shake It Off, rage

Abilities Str 20, Dex 12, Con 16, Int 10, Wis 10, Cha 8

Special Qualities amphibious, escape artist, similar force +rage weapon, ambiguity

Talents Arise Scroes, Devastating Attack (advanced melee weapons), Hunter's Mark, Hunter's Target, Improved Initiative, Surker Punch

Feats Armor Proficiency (light, medium), Point Blank Shot, Power Attack, Shake It Off, Skill Training (Survival), Weapon Focus (advanced melee weapons), Weapon Focus (rifles), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)

Skills Climb +10 (may take 10 even when threatened or distracted),

Endurance +13, Initiative +11 (may reroll, must keep second result)

Perception +12 (may reroll, must keep second result), Persuasion +4

(may reroll to intimidate, must keep second result), Survival +10

Possessions assassin's vibro-ax, binders, comlink, cybernetic eyepatch, datapad, various personal belongings

*Includes 5-point Power Attitude

TYBER ZANN

A powerful and cruel crime lord, Tyber Zann is the leader of the Zann Consortium, a criminal syndicate that operates around the time of the Galactic Civil War. Born on Amegs, Zann studied at the Imperial Academy at Coruscant until his expulsion at the hands of Grand Admiral Thrawn. Zann, who had been running a number of criminal schemes or "carrots" ranging from crooked "space games" to smuggling ventures, grew to resent the Empire and obtained the Zann Consortium as an enemy of both the Empire and the Rebel Alliance. Zann and his crime syndicate have many enemies, ranging from the Deshaye Hutt clan to the Emperor himself, yet the Zann Consortium flourishes and grows despite adversity. So powerful is the Zann Consortium that, like the Terminus Syndicate, Zann can manufacture his own weapons, ships, and other material needed to maintain his criminal empire.

Tyber Zann is a handsome man with white hair and a scarred face. A hard man, Zann has done "time in the spice mines of Kessel" from which he managed to escape and has cultivated a reputation for being cold, calculating, and merciless. Zann's ambitions are great, and he lets no one stand in his way, leveraging the significant amounts of power he has obtained against any obstacles.

Tyber Zann

CL 13

Medium human scoundrel 5/soldier 4/crime lord 4

Destiny 2 Force 6 Dark Side 16

Intr +13 Senses Perception +14

Languages Basic Bocca High Galactic Huttese

Defenses Ref 28 (tal-footed 26), Fort 27, Will 33

hp 85, Threshold 27

Speed 6 squares

Melee unarmed +10 (1d4+6)

Ranged blaster carbine +13 (3d8+6)

Ranged blaster carbine +8 (3d8+6) and

blaster carbine +8 (3d8+6) with Double Attack or

Ranged blaster pistol +13 (3d6+6) or

Ranged hold-out blaster pistol +13 (3d4+6)

Base Atk +10; Grp +12

Atk Options Double Attack (infr), Point Blank Shot, Precise Shot

Special Actions Battle Analysis, Disruptive Indomitable Inspire Fear II,

Quick Draw, Walk the Line

Abilities Str 10, Dex 14, Con 12, Int 16, Wis 6, Cha 10

Special Qualities command cover

Talents Battle Analysis, Disruptive Gambler Indomitable Inspire Fear

Inspire Fear II, Inspire Fear III, Notorious, Walk the Line

Feats Double Attack (infr), Enemies in Low Places, Improved Defenses,

Point Blank Shot, Precise Shot, Quick Draw, Skill Focus (Deception),

Skill Focus (Persuasion), Skill Training (Use Computer), Weapon Focus

(pistol), Weapon Focus (rifle), Weapon Proficiency (pistol, rifle,

simple weapons)

Skill Deception +16, Gather Information +1, Initiative +13, Knowledge (bureaucracy) +14, Knowledge (galactic lore) +14 Perception +16, Persuasion +16, Stealth +12, Use Computer +14

Possessions blaster carbine, blaster pistol, hold-out blaster pistol, comlink datapad, various personal belongings

ZAM WESSEL

Jim or most Clavicles Zam Wesell didn't grow up in a ghetto or slum. She was raised by the Malia, an order of warrior-knights that developed from the teachings of the Jai Shey monks. However, Zam still suffered as a second-class citizen in an oppressive society that mistreated her for what she was, not what she'd come to believe. This drove Zam to seek credits to escape her homeworld, which conflicted with the more selfless teachings of the Mabari. After reaching the third degree of Mabari warrior training, Zam left the order to try her hand as a freelance mercenary.

She was first hired on the planet Drom, a city-world similar to Coruscant though a disarray sprung up that planner in terms of galactic importance. Zam worked her way up through corporate security positions, eventually becoming an executive bodyguard. She also found brother Clavicles working on Drom and tried to enjoy a free family life for a time, bearing a daughter named Sane (who disappeared shortly after her mother's eventual death). However, living on a single world was still too restrictive for Zam, and she left corporate life to have herself out as a bounty hunter and assassin.

Early in her career, Zam found herself working to capture the same target as Jango Fett. The two ruined one another's plans and ended up having to work together to escape from the fiasco that followed. The two began an on-again, off-again partnership that included such events as Zam betraying Fett to Gardulla the Elder, being left in a dungeon by him, and later escaping to rescue him from the fallen Jedi and leader of the Bara du Gora cult, Kanan Jaxa. Shortly afterward, Jango Fett was killed by Count Dooku to be the template for a clone army, with Jango receiving Boba Fett as part of the deal. Zam fled Jango Fett and considered a romance with the Mandalorian, but events never seemed to allow for such a relationship. Still, Zam did take a liking to young Boba Fett, who regarded her as a mother figure.

Zam continued to work with Jango but also took missions on her own. Able to infiltrate nearly any organization or share a "hei shapenancing," Zam tended to take assassination contracts rather than bring-them-back-alive contracts, and she was straightforward in her plans. Zam would wait until a target was vulnerable and then shoot him. However, such missions were just business for Zam. She took no particular pleasure in killing or death indeed when Jango Fett brought a powerful ally to a rogue general who intended to use it to destroy Coruscant, Zam convinced Jango to steal it back and help prevent the destruction of the planet.

Zam's final mission was a contract to kill Senator Padmé Amidala, under the guidance of Jango Fett. Her first effort was to pose as a reporter and, through a combination of seduction and promises of future payments,

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convince a Naboo security guard to plant a "listening device" on the royal cruise. The device was of course a bomb, and while the blast destroyed the cruiser and the security guard who planted it, it failed to kill Senator Amidala. Jango Fett insisted her next effort be more subtle and provided Zam with poisonous kophuns.

Zam managed to sneak the creatures into the Senator's room using a common droid, but Anakin Skywalker and Obi-Wan Kenobi prevented them from killing Amidala. In the ensuing chase, Anakin tormented Zam to crash her speeder into the Outlander Club. The Jedi captured her and pressured her to reveal who had hired her, but Jango Fett silenced her with a Kamino saboteur. Zam knew who had shot her and cursed at Jango in Huttese as she died, but there was little enough true anger in her voice. It was, after all, just business.

Zam Wessel

Medium Clawlike soldier 4/squadmate 3/assassin 3

Destiny 2 Force 4 Dark Side 10

Init +11 Senses Perception +6

Languages Basic Clawlike High Galactic Huttese

Defenses Ref 29 (flak-footed 26), Fort 23 Will 22

hp 73 Threshold 23

Speed 6 squares

Melee unarmed +8 1d4+5/x1

Ranged sniper blaster rifle +11 (3d10+5) or

Ranged sniper blaster rifle +12 (4d10+5) with Cautel Shot and Deadeye or

Ranged blaster pistol +11 (3d6+5)

Basic Atk +8 Crp +8

Atk Options Dastardly Sniper, Deadly Sniper, Murderous Arts 1, Point Blank

Shot, Precise Shot, Sneak Attack +1d6, Sniper, Sniping Assassin

Special Actions mark +1, shapeshift, scartle

Abilities Str 8 Dex 17 Con 10 Int 14 WIS 15 Cha 2

Talents Armored Defense, Dastardly Strike, Improved Armored Defense

Murderous Arts 1, Sneak Attack +1d6, Sniping Assassin

Feats Armor Proficiency (light, medium), Careful Shot, Deadeye, Deadly

Sniper, Point Blank Shot, Precise Shot, Skill Focus (Perception), Skill

Training (Stealth), Sniper, Weapon Proficiency (pistols, rifles,

sniper weapons)

Skills Climb +10, Deception +6 (can take 20 as full-round action to

disguise self), Initiative +13, Perception +12, Pilot +13, Stealth +13, Use

Computer +12

Possessions Mabari armorweave breastplate greater masterwork combat

pumpshot sniper blaster rifle with targeting scope, blaster pistol

medpac, rumlink, credit chip, electrobinoculars, medpac, fire kit

utility belt

CL 10



ZARDRA

Zardra is a classic example of a "typical" bounty hunter—successful at her chosen trade, but neither widely famous nor particularly feared. A tall Human female, Zardra is a skilled cracker and competent in a fight, but not in the same class as more infamous bounty hunters. However, she is more than a match in the common street that makes the mistake of angering powerful senators, connected criminals, and wealthy merchants. For bounties beneath the notice of Roba-Hett or Bolek, Zardra is your woman.

Zardra is active before and during the Galactic Civil War, but little is known about her background or early work. Whenever possible, Zardra prefers to work with a partner. For a time she worked with Jodo Kast. Zardra did the legwork, tracking down targets and forming plans to bring them in, and left the heavier combat tasks to Kast. The partnership worked well for months, though their biggest targets continued to elude them. When Kast decided he preferred to work alone, Zardra felt no choice. Kast was too brash and the crigger-happy for her tastes (and in fact got himself killed not long after leaving her).

Zardra is cautious, spending time to understand a target before she moves in to apprehend. She looks for weaknesses, or at least strengths to avoid, and makes meticulous plans for each capture. Zardra is sure to consider how locals might react to any bounty she tries to bring in, what allies her target might have hidden, and alternate escape routes to use if her plan falls apart. This caution means her targets occasionally escape before she's ready to confront them, but Zardra is satisfied to be alive long enough to hunt them down again. She has every intention of retiring someday and isn't going to allow pride to get her killed over a job.

When all else fails, Zardra is happy to lob a thermal detonator into a way, using the explosion to escape.

Zuckuss

Medium Human scout 5/5(secondary) 2/bounty hunter 1

Destiny 1 Force 4 Dark Side 0

Init +18 (can reroll), Senses Perception +1

Languages Basic, Huttese, Radian

Defenses Ref 25 (flat-footed 22), Fort 20, Will 23 Dodge Mobility
hp 54 Threshold 20

Speed 6 squares Running Attack

Melee force pike +7 (2d6+4) or

Ranged blaster pistol +8 (3d6+4) or

Ranged thermal detonator +8 (8d6+4, 4-square burst radius)

Base Atk +5; Grp +6

Atk Options Dastardly Strike, Hunter's Mark

Special Actions Expert Tracker, Shake It Off

Abilities Str 14, Dex 16, Con 10, Int 14, Wis 14, Cha 4

Talents Acute Senses, Dastardly Strike, Expert Tracker, Improved Initiative
Somewhere to Hide

Feats Armor Proficiency (light), Dodge, Mobility, Running Attack, Shake
It Off, Skull Focus (Initiative), Skill Training: Mechanics, Weapon Focus
(advanced melee weapons), Weapon Proficiency (advanced melee
weapons, pistols, rifles, simple weapons)

Skills Endurance +9, Initiative +17 (can reroll), Gather Information +11
(can reroll), Knowledge (galactic lore) +11, Mechanics +1
Perception +1, Pilot +2, Stealth +12, Survival +11

Possessions blaster pistol, force pike, 4 thermal detonators, datapad
comlink

ZUCKUSS

Zuckuss is one of the most enigmatic bounty hunters to emerge during the Galactic Civil War. Although the Gand was not as feared as Boba Fett or as well known as Dengar or Bossk, Zuckuss nevertheless built a reputation in midworlds and underworld wars, wares as one of the best trackers in the galaxy. Indeed, his intuition was so great that he became known as "The Intuitive One."

The truth of Zuckuss's amazing tracking ability goes back to his origin on Gand, a mis-covered world with poor visibility. There arose the Force-using tradition of the Findmen, trackers able to use the Force, which they saw as trained intuition, to locate missing people or items. Zuckuss comes from a long line of Findsmen, and he decided to take his skills offworld to become a bounty hunter.

CL 8

Zuckuss quickly proved able to act down quality no other bounty hunter could locate. He was soon in the employ of the Crimson Nova chapter of the Bounty Hunter's Guild, building a reputation as the best possible partner for combat-oriented mercenaries who could fight but needed help tracking down targets. Over the course of his career Zuckuss collaborated with many other bounty hunters, though his longest and best known association was with the droid criminal 4-LOM.

Zuckuss's career was full of highs and lows. He worked with (and without) the aid of guilds, served the Hutts (the Empire, and even the Alliance, and found numerous targets that had remained hidden from all other hunters. Despite this, he could never maintain a high level of success or satisfaction. Indeed, the stress of his lifestyle caused him to suffer a split personality—one a humble, proper Gand with a strong moral streak, the other a bold braggart and cruel mercenary willing to take any job if the pay was right. As if his mental illness weren't enough, he suffered severe lung damage for years and he was often in poor health.

One bounty hunter Zuckuss never managed to get along with was Boba Fett. The famous Mandalorian managed to steal bounties Zuckuss was after, defeat him (and his partners) in combat, or otherwise humiliate the Gand. Fett was also responsible for the destruction of 4-LOM, which had begun to develop a set of morals Zuckuss could agree with. Zuckuss had the droid rebuilt, but the droid's mental state was never the same.

After failing to capture Han Solo, Zuckuss began to show increasing Rebel sympathies. After the Empire's defeat, he took New Republic bounties, tracking down wanted war criminals from the Empire. Still, his glory days were behind him, and his questionable health continued to deteriorate. He ended up in detention on Coruscant, under the scrutiny of New Republic psychiatrists, no valued as a one-time convict. He Alliance a throw into a common prison and too dangerous to be let free. However, Zuckuss became a legend on his homeworld, inspiring a new generation of Gand bounty hunters to follow his example.



Zuckuss

Medium (and scout) bounty hunter 4

Destiny 2, Force 6

Init +11, Senses darkvision, Force Perception, Use the Force +12

Languages Basic, Binary, Gand, Huttese

Defenses Ref 25 (flat-footed 24), Fort 26, Will 26

hp 62 Threshold 20 hardy

Speed 4 squares

Melee unarmed +11 (1d4+5) or

Ranged blaster rifle +10 (2d8+5) or

Ranged snare rifle +10 (2d8+5 stun and net)

Basic Atk +9, Grp +2

Atk Options autofire (blaster rifle), Hunter's Mark, Point Blank Shot

Special Actions Expert Tracker familiar foe +2, Nowhere to Hide.

Snare + Off

Force Powers Known (Use the Force + 2): Forcesting x6

Abilities Str 10, Dex 12, Con 8, Int 14, Wis 20, Cha 5

Special Qualities limb regeneration, special equipment

Talents Acute Senses, Expert Tracker, Force Perception, Hunter's Mark,

Nowhere to Hide, Visions

Feats Armor Proficiency (heavy, light, medium), Force Sensitivity, Force

Training, Point Blank Shot, Shake It Off, Skill Training (Use the Force),

Weapon Proficiency (pistols, rifles, simple weapons)

Skills Endurance +8, Initiative +3, Knowledge (Galactic Lore) +12,

Mechanics +2, Pilot +11, Stealth +1, Survival +15, Use the Force +12

Possessions heavy battle armor, heavy blaster pistol, snare rifle, 2 snare
rifle cartridges, comlink, portable computer, breathing apparatus,
vocoder

CL 11

ARCHETYPES

The following characters are examples of the scoundrels, thugs, miscreants, and opportunists common in the shadier parts of the galaxy as well as the security and law enforcement officers who cross-paths with them every day. *Adventures* focusing on the scum of the galaxy take unexpected turns as characters run afoul of local enforcers or decide they need help from a fixer or slicer. Rather than come up with game statistics for such characters from scratch, a GM can use one of these NPCs, adding background, personality quirks, and local color as necessary.

The statistics presented here use the Human species as the baseline. If you wish to change a character's species, remove the character's bonus feat and trained skill (indicated with an H in the statistics), and apply the relevant species traits for the selected species.

Additional archetypes can be found in the *Saga Edition* core rulebook and in the *Threats of the Galaxy* supplement (abbreviated as *Threats* below). The archetypes and their page numbers can be found on Table 4-3. Other Archetypes

TABLE 4-3
OTHER ARCHETYPES

Assassin	Core rulebook page 282, <i>Threats</i> page 12
Bounty Hunter	Core rulebook page 283, <i>Threats</i> page 16
Fixer	Core rulebook page 284, <i>Threats</i> page 17
Gun Runner	<i>Threats</i> page 24
Gambler	<i>Threats</i> page 39
Outlaw	<i>Threats</i> page 62
Private Investigator	<i>Threats</i> page 69
Slicer	<i>Threats</i> page 85
Swamp Thing	<i>Threats</i> page 98-99

"I WANT THEM ALIVE.
NO INTEGRATIONS!"

DARTH VADER

BLOCKADE RUNNER/PRIVATEER

Space battles don't necessarily end when one side manages to disable the enemy's ship. Instead, one might hear the sounds of docking clamps and breaching charges that signal the beginning of next stage: the boarding action. Characters experienced in boarding actions might be blockade runners, brave souls who pilot space transports through enemy lines to bring news or supplies or to get word out of a desperate situation. They might be pirates or privateers, two words that both refer to someone hoping to take a ship, or at least its cargo, intact. Some do it for profit; others to bolster a political cause, but all train to disable a ship and then prepare to fight those who try to secure it.

Regardless of their motives or tactics, all privateers have a few traits in common. Most importantly, they plan to see combat on the inside of a ship they want in good condition, be it their own (if they expect to be boarded) or a prize ship they want to capture and sell or use to expand a privateer fleet. As a result, they focus on three details: convincing foes to surrender using the smallest, most precise blaster that they can trust to complete the job, and learning to use melee weapons for close-quarters fighting around a hypervirt or concussion missile magazine.

Convincing a crew that they're better off surrendering than fighting takes a bold personality. Though they might have soldiers, ace pilots, and elite warriors working with them, the best shipjackers are flamboyant, larger-than-life figures able to make outrageous claims and threats believably. As a result, they don't work well together: even when serving a larger cause, they prefer to operate in separate units.

Blockade Runner

Medium Human, secondary 71master, privateer

Force 5, Dark Side 2

Init +4, Sense Perception +5

Languages Basic

Defenses Ref 2, Fort 9, Will 24

Spl 5, Threshold 19

Speed 8 squares

Melee vibroblade +8 (2d6+3) or

Ranged blaster pistol +8 (3d6+4,

Base Atk +6, Grp +8)

Atk Options Combat Reflexes* Cornered Rat, Point Blank Shot, Precise Shot

Special Actions Cunning Strategist, Disruptive, Raider's Frenzy, Weapon Finesse

Combat Gear medpac

Abilities Str 8, Dex 14, Con 12, Int 10, Wis 14, Cha 16

Talents Cunning Strategist, Disruptive, Raider's Frenzy, Spacehound, Walk the Line

CL 8

Fears Combat Reflexes* Cornered Rat, Point Blank Shot, Precise Shot, Skill Focus (Deception), Vehicular Combat, Weapon Finesse, Weapon Proficiency (advanced melee weapons, pistols, simple weapons)

Skills Deception +17, Knowledge (galactic lore) +9, Persuasion +12,

Pilot +19, Use Computer +9

Possessions blaster pistol, vibroblade, endo cylinder comlink (long-range), tool kit, utility belt, space transport

BRAWLER

A brawler focuses on unarmed combat. Inexperienced brawlers might be little more than local toughs found in cantinas and back alleys, but more experienced brawlers are often fighters in illegal (or at least shadowy) fighting sports or enforcers for mid-level criminals. Professional sport fighters are less common, and such brawlers might learn ancient forms of unarmed combat developed by mysterious orders—that have left behind little more than a few datarolls and, no less, abandoned empires.

Many people discount brawlers as irrelevant in a world of vibroweapons and blasters, but it's worth noting that a brawler doesn't need to draw, or even carry, a weapon to be dangerous. This makes them popular bodyguards in worlds with strong weapon regulations.

Brawler

Medium Human, soldier 5

Force 4

Init +9, Sense Perception +3

Languages Basic

Defenses Ref 20 (flat-footed), Fort 19, Will 16

Spl 62, Threshold 9

Speed 8 squares

Melee unarmed +9 (1d8+7) or

Melee unarmed +9 (2d8+7) with Mighty Swing or

Ranged hold-out blaster +7 (3d4+2)

Base Atk +5, Grp +8

Atk Options Desperate Gambit* Mighty Swing, Stunning Strike

Special Actions Experience Brawler

Abilities Str 16, Dex 4, Con 14, Int 8, Wis 12, Cha 0

Talents Experienced Brawler, Melee Smash, Stunning Strike

Fears Armor Proficiency (light, medium), Desperate Gambit*

Martial Arts Martial Arts II, Mighty Swing, Weapon Focus (simple),

Weapon Proficiency (pistols, rifles, simple weapons)

Skills Endurance +9, Initiative +9, Jump +10*

Possessions combat gloves, hold-out blaster, comlink

CL 8

CHARLATAN

A charlatan is a master of deception, misdirection, graft, and persuasion. When a charlatan does things right, you never realize he isn't your best friend or even acting in your best interest. A charlatan must survive on wits and charm, once the situation turns violent, the charlatan has missed the best chance of success. However, it is common for a charlatan to talk around a foe even once shooting has started or to have friends (or paid thugs) act as backup when plans go down the garbage chute.

Charlatans might be simple con artists or cheats, but they can also be spies, investigators, reporters, counter-intelligence agents, or freedom fighters using misdirection over violence. Regardless of their motives, they have learned that it's easier to talk people out of their credits than to threaten them. These charlatans are crooks even though they might be subtle about their crimes (leaving their victims happy, at least until they realize what happened).

Charlatan

CL 8

Medium Human noble 7/Charlatan 1

Force 4 Dark Side 4

Init + Sense Perception +5

Languages Basic, Bothese, High Galactic, Huttese, Ryl, Sullustese

Defenses Ref 22 (Flat-footed 20), Fort 18, Will 24; Dodge, Slippery

Maneuver: unreadable

hp 49 Threshold 18

Speed 6 squares, Slippery Maneuver

Melee unarmed +4 (d4+2) or

Ranged bolo out blaster +7 (d4+4),

Base Atk +5, Grp +7

Atk Options Combat Reflexes, Melee Defense*

Special Actions Dirty Tactics, Innocuous, Misplaced Loyalty.

Opportunistic Retreat, Two-Faced

Abilities Str 8, Dex 14, Con 10, Int 14, Wis 14, Cha 16

Talents Dirty Tactics, Innocuous, Misplaced Loyalty, Two-Faced,

Unreadable

Feats Combat Reflexes, Dodge, Linguist, Melee Defense*, Opportunistic

Retreat, Skill Focus (Deception), Slippery Maneuver.

Weapon Proficiency (pistols, single weapons)

Skills Deception +17, Gather Information +12, Initiative +1, Knowledge

(bureaucracy) +11, Knowledge (galactic lore) +11, Perception +11,

Persuasion +17, Pilot +1, Use Computer +11

Possessions hold-out blaster, comlink (long-range), credit chip, datapad, character, holorecorder, pocket scrambler

DATA SLICER

A data slicer is an expert at manipulating computers and the information they handle. Although a few are slicers are outstanding citizens working for a large company or government agency (overseeing the security of their computer systems), most are engaged in at least some criminal activity. Data slicers normally work to support other fringe personalities, being involved on the periphery of the action rather than being in the thick of it. They demand a high price, but as long as the credits are available, they don't care about you, cause if you need someone to decrypt information on a datapad, falsify computer records, or reprogram your foe's droid to act as an assassin, a data slicer is the one to call.

Data Slicer

CL 7

Medium Human scoundrel 7

Force 3

Init +4, Senses Perception +6

Languages Basic, Binary, Bothese, Durosese, Huttese, Ryl, Sullustese

Defenses Ref 20 (Flat-footed 19), Fort 8, Will 20; Dodge*

hp 46 Threshold 18

Speed 6 squares

Melee unarmed +5 (d4+2) or

Ranged blaster pistol +6 (d6+2), or

Ranged blaster pistol +7 (d6+3) with Careful Shot and Deadeye

Base Atk +5, Grp +6

Atk Options Point Blank Shot, Precise Shot

Special Actions Electronic Sabotage, Gimmick

Abilities Str 10, Dex 13, Con 12, Int 16, Wis 14, Cha 9

Talents Electronic Sabotage, Gimmick, Master Slicer, Trace

Feats Careful Shot, Deadeye, Dodge*, Linguist, Point Blank Shot, Precise

Shot, Skill Focus, Mechanics, Use Computer, Weapon Proficiency (pistols, single weapons)

Skills Gather Information +7, Knowledge (bureaucracy) +1, Knowledge (galactic lore) +11, Knowledge (physical sciences) +11, Knowledge (technology) +11, Mechanics +16, Stealth +9, Use Computer +16 (can reroll when improving attitude, can substitute for Gather Information)

Possessions blaster pistol, credit cylinder, comlink (long-range), credit chip, datapad (IO blank), datapad (memory upgrade), Int 14), medpac, energy cell, power pack, holorecorder, pocket scrambler, portable computer (advanced memory upgrade), Int 18), security kit, tool kit, utility belt

ENFORCER

Enforcers exist somewhere between government authority figures (such as soldiers or law officers) and the common thugs used by some ligas and squates. Enforcers have a legal right to be armed, but they lack the kind of regular army or major military aid that major law-enforcement organizations might work for major corporations (such as the Corporate Alliance), independent mercenaries, wide-scale criminal organizations with internal rules and regulations (such as the Smuggler's Alliance), or fringe quasi-governments like shadowports (such as security forces on the *Ermine Whistle*). Others have "private police" out on the zoning and jurisdiction of law officers, such as Jason Quade or a Mob's private security force.

[illegible]NAME: RAJENDRA KUMAR SINGH CITY: BHOPAL STATE: MP DISTRICT: BHOPAL
 PIN CODE: 462008 MOBILE NO.: 9782741234 EMAIL ID: RAJENDRAK@GMAIL.COM
 ADDRESS: 123 MAIN STREET, BHOPAL-462008

NAME: RAJENDRA KUMAR SINGH CITY: BHOPAL STATE: MP DISTRICT: BHOPAL

Enforcer

Medium Human soldier 5

Force 3

$$\text{Init} \vdash \text{Senses_Perception} \vdash B$$

المؤلف: د. محمد عبد الله بن عبد الرحمن

Defenses Re: 1. for: for: for: 91 For: 2 Will 16

hp 6.2 Threshold

Speed 4.8 m/s

Water content = 0.4740 + 0.0001

Molten hydrogen + 2 (1000 + 5) and

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Ramped hoop: blaster rifle, 1/2 (6-10) 1/2" with Mount Fin.

[illegible]

Ask Questions, analyze, hypothesize, infer, Conclude, Redesign

Countdown: 50th Anniversary, 1963-2013

Special Actions Touch to Body

Abolition: Feb. 5, May 24, June 22, July 27, Aug. 20

Admission: \$5. U.S. 14. L.S. 14. Int. 7. 1915 72. L.S. 10.
 Toronto: 14. 1915 72. L.S. 10. 1915 72. L.S. 10.

CHARLES LOUNSEY, partner, Lash Club, Poughkeepsie, N.Y.

Bravo, Bravo, Easy, Thunder, Charlie, Whiskey, Easy, off! Bravo, Whiskey.

Poin-Blank Shot, Rifle Shot, Weapon Focus (WFS), Weapon BagFocus, Weapon Catch, Catch, Off-Axis weapon.

65. *Skills demonstrated:* *Interpersonal: 1. CM, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100.*

Doesn't go to the same, home, blots, off with trumpet, history

complications

EXPERT ASSIGNMENT

Expert assassins are more than simple killers for hire. They are experienced fighters, masters of draining life out of an individual. An expert assassin doesn't need to master the art of marksmanship, instead learning to kill at a time and place that removes as many variables as possible. Although dangerous in a stand-up fight, the expert assassin prefers to strike when the target is alone and vulnerable. Key tactics include taking out targets at a "long range" using explosives to eliminate them in their homes or vehicles, or finding an isolated venue in which to stage their in their darkness.

Many hyper-advocates belong to a guild or order and they must abide by its rules. Some happily kill anyone if paid to do so while others stay true to religious or ethical/spiritual reasons. Even governments might employ assassins as a means of eliminating foes too stubborn to negotiate with or neutralize.

Expert Assassin

Medium Human soldier 4/second/13/assassin

Force 4 Dark Side 4

Init +12 Senses Perception +11

Languages Basic

Defenses Ref 25 (flat-footed 22), Fort 20, Will 24

hp 62 Threshold 20

Speed 6 squares

Melee vibroblade +9 (2d6+6) or

Ranged sniper blaster rifle +10 (3d10+6, Devastating Attack), or

Ranged sniper blaster rifle +11 (4d10+6, Devastating Attack) with
Deadeye

Base Atk +7, Cmp +10

Special Actions Dastardly Strike, Deadly Sniper*, Point Blank Shot,

Precise Shot, Sneak Attack +1d8

Special Actions Ruthless

Combat Gear 2 medpacs

Abilities Str 4, Dex 16, Con 10, Int 0, Wis 14, Cha 12

Talents Dastardly Strike, Devastating Attack (rifles), Ruthless, Sneak
Attack +1d6, Weapon Specialization (rifles)

Feats Armor Proficiency (light, medium), Deadeye, Deadly Sniper*, Point
Blank Shot, Precise Shot, Sn II Training (Stealth, Sniper, Weapon Focus
(rifles), Weapon Proficiency (advanced melee weapons, pistols, rifles,
simple weapons)

Skills Climb +11*, Initiative +12, Perception +11, Stealth +12

Possessions sniper blaster rifle with targeting scope, enhanced low-light,
hold-out blaster, vibroblade, comlink, credit chip, electrobinaoculars,
field kit, utility belt

Fixer

Sometimes you need something that isn't available. You might be on the run, unable to buy anything openly. You might need something the law doesn't want you to have, ranging from slaves to military-grade weapons to illegal drugs. You need might be more service-oriented, such as wanting to hire a smuggler or needing a medic to patch up a friend without any questions. Sometimes it's just information you need, but you need to get it without leaving a calling card as an official act, and without others knowing you asked for it. In short, you need a fixer.

As one-time fixers were mechanics or data slicers who could find goods or the black market, or her grail. As the Old Republic grew increasingly corrupt, however, the term came to mean a contact who could find other contacts. In fact, few fixers know how to "fix" anything but the problem of finding what others want. A few work as procurement officers for front-line forces (who are often out of supplies during battle) or Rebel forces (who are often out of supplies, period). Most work for criminal syndicates or as freelance

CL 8

mercenaries putting together people, goods, and services for a fee, making sure no one is the wiser. Fixers are common in cantinas and starports, but they require either an introduction (from someone they know and trust) or a hefty bribe to make the risk of a new contact worthwhile before they'll arrange anything more shadowy than a drink.

Fixer

Medium Human scoundrel 4/noble 3

Force 3

Init +7 Senses Perception +10

Languages Basic, Boro, Boroese, Durese, High Galactic, Huttese, Hyl, Sullustese

Defenses Ref 18 (flat-footed 18), Fort 18, Will 21 Dodge*

hp 46 Threshold 18

Speed 6 squares

Melee unarmed +5 (1d4+2) or

Ranged blaster pistol +4 (2d6+3) or

Ranged blaster pistol +5 (4d6+2) with Careful Shot and Deadeye

Base Atk +5, Cmp +5

Atk Options Point Blank Shot, Precise Shot

Special Actions Hesitate, Fool's Luck

Abilities Str 10, Dex 9, Con 12, Int 6, Wis 14, Cha 13

Talents Blackmail, Connections, Hesitate, Fool's Luck

Feats Careful Shot, Deadeye, Dodge*, Friends in Low Places, Linguist,
Point Blank Shot, Precise Shot, Skill Focus (Gather Information),
Weapon Proficiency (pistols, simple weapons)

Skills Gather Information +14, Knowledge (survival) +1, Knowledge
(galactic lore) +11, Knowledge (technology) +11, Perception +10,
Persuasion +9, Stealth +7, Use Computer +3

Possessions blaster pistol, code cylinder, comlink, long-range credit chip,
D datercards, datapad, holorecorder, pocket scrambler

NOTORIOUS OUTLAW

Criminals are everywhere, but some crooks are a cut above the common riffraff. The notorious outlaw is someone known in multiple systems, hunted by law enforcement or bounty hunters, and whispered about in dark corners of cantinas in shadowwar across the galaxy. A notorious outlaw has done something particularly impressive (or is at least credited with such a crime). Mass murderers, people who betray positions of trust, anyone who was famous before turning to crime, and particularly successful thieves and spies can all become notorious criminals. A few are exemplars of some cause, oppressing local tyranny, but most are the worst scum you'll find anywhere.

SECURITY AND LAW ENFORCEMENT OFFICERS

Every new government has at least one law enforcement agency and virtually all private organizations or individuals with sufficient resources have an independent security force on call. Starports and space stations due to their importance in interstellar commerce always have a substantial security presence, similarly, all but the smallest private starships have ship-board security to deter pirates, shipjackers, and mutineers.

Low-risk locations (such as small businesses) might have no security presence at all, and those that do might use minimally trained (and armed) guards. True sub-security guards as thugs (see page 286 of the Saga Edition core rulebook) replacing the vibro-ax with a stun baton, binder cuffs, and a taser.

Security officers represent the professional backbone of the security or law enforcement unit and they respond first to any call for help. Any secured area (such as a starport or government facility) will have a minimum of one officer at each entrance, and a detail of two to four (perhaps including a security specialist, a crew scrounger for high risk locations when harassing, these officers might operate speeder bikes, land speeders, or airspeeders (see Chapter 10: Vehicles in the Saga Edition core rulebook).

Security specialists act as bodyguards for VIPs and crisis response teams for cities and starports. Starports, in particular, are dangerous environments due to the large crowds, constant movement, and intermingling species, maximizing the chances of a terrible misunderstanding due to a language barrier or differences in local customs. Worse, starports might have to deal with a hostile starship if a smuggler, glrse, or outlaw decides to blast his or her way off the planet. As a result, security specialists tend to be heavily armed (often using heavier vehicles, such as gunships) and paired with sharpshooters (or as expert assassins, page 119).

Inspectors, including customs inspectors and detectives, represent the top tier of law enforcement, unlike security specialists (who take care of heavy fighting) or security officers, whose presence provides a deterrent to crime. An inspector has to hunt for a criminal, be it a smuggler, space pirate, or assassin-to uncover their deceptions and find clues to that lead to their capture. In fact, many customs officers have a shady past, taking inspection positions as a way of maintaining a relatively safe and quiet retirement from more dangerous exploits.

Although honest customs officers certainly exist (particularly those working in larger starports, with coworkers and supervisors working nearby), it hasn't escaped smugglers' attention that it's often cheaper to bribe a customs officer than to pay the legitimate tax or fine. Similarly, crime syndicates routinely have at least one inspector "on the take" often a result of blackmail if not simple greed.

Security Officer

Medium Human monogroic 4

Init +8; Senses Perception +7

Languages Basic

Defenses Ref 14 (flat-footed 13), Fort 10, Will 10; armor +3

hp 10; Threshold 0

Speed 6 squares

Melee stun baton +4 (2d6+1 stun) or

Ranged blaster pistol +4 (3d6)

Base Atk +3; Grp +4

Ask Options Point Blank Shot

Abilities Str 12, Dex 13, Con 11, Int 10, Wis 10, Cha 8

Feats Armor Proficiency (light), Point Blank Shot* Skill Training

(Perception, Pilot), Weapon Proficiency (pistol, simple weapons)

Skills Initiative +8, Knowledge (bureaucracy) +7, Perception +7, Pilot +8

Possessions combat jumpsuit, blaster pistol, stun baton, binder cuffs,

comlink, datapad

CL 1

Security Specialist

Medium Human soldier 5

Force 3

Init +9; Senses Perception +8

Languages Basic

Defenses Ref 16 (flat-footed 16), Fort 21, Will 16; armor +5

hp 22; Threshold 2

Speed 6 squares; Tactical Advantage

Melee stun baton +6 (2d6+5 stun) or

Ranged blaster carbine +7 (3d6+2) or

Ranged blaster carbine +5 (4d6+2) with Rapid Shot or

Ranged stun grenade +7 (4d6 stun, 2-square blast radius)

Base Atk +5; Grp +8

Ask Options autofire (blaster carbine), Combat Reflexes

Special Actions Battle Analysis, Cover Fire, Harm's Way, High & Ride

Abilities Str 16, Dex 14, Con 14, Int 8, Wis 12; Cha 10

Talents Battle Analysis, Cover Fire, Harm's Way

Feats Armor Proficiency (light, medium), Combat Reflexes (with a Rig)

Point Blank Shot, Rapid Shot, Tactical Advantage, Weapon Proficiency

(pistol, rifle, simple weapons),

Skills Initiative +9, Perception +8, Treat Injury +8*

Possessions armored flight suit, blaster carbine, 3 stun grenades,

bandolier, medpac, binder cuffs, encrypted comlink, utility belt

CL 5

Inspector

Medium Human, Scoundrel, 3 (reput. 4)

Force 4

Init +10 (can reroll); Senses Perception +10

Language(s) Basic, Boccot, Yu'te

Defenses Reflex 2 (flat-footed 1B) Fort 20, Will 20 Dodge Mobility

hp 50; Threshold 20

Speed 6 squares

Melee unarmed +4 (1d4+2) or

Ranged heavy blaster pistol +7 (3d8+3)

Base Atk +5; Crip +7

Atk Options Cornered Rat* Point Blank Shot, Precise Shot, Skirmisher

Special Actions Quick Draw

Combat Bear medpac

Abilities Str B, Dex 14, Con 12, Int. 4, Wis. 6, Cha 10

Talents Acute Senses, Cramped Quarters Fighting, Improved Initiative, *Savvy*

Feats Cornered Rat*, Dodge, Mobility, Point Blank Shot, Precise Shot,

Quick Draw, Skill Focus (Gather information, Perception), Weapon

Proficiency (pistols, rifles, single weapons),

Skills Deception +8, Initiative +10 (can reroll), Gather Information

+3, Knowledge (bureaucracy) +10, Knowledge (galactic lore) +10,

Perception +16, Stealth +10*

Possessions heavy blaster pistol, comlink, credit chip, utility belt

ORGANIZATIONS

Though the chaotic nature of crime makes it seem unlikely that criminals would ever work together, several criminal organizations have risen to prominence throughout the galaxy. The following section describes six powerful criminal organizations for use as enemies or allies in any *Scout* and *Villainy* campaign.

BLACK SUN

The Black Sun crime syndicate is one of the foremost criminal organizations in the galaxy. Black Sun has its hands in nearly every possible criminal venture, from petty theft to assassination, all arranged to bring more power and wealth to the crime syndicate. Black Sun is one of the most iconic criminal organizations in the *Star Wars* saga, and the organization reached such heights of power that its leader, Prince Xizor, was nearly powerful enough to challenge Darth Vader himself.

Black Sun is found in nearly every corner of the galaxy, though typically at a headquarters on Coruscant. Black Sun agents operate from the Drop Zone to the Outer Rim, and significant Black Sun cells operate on every Core world. Black Sun operates under the leadership of a single Underlord who controls the Vigas. The Vigas are the chief crime bosses of Black Sun, and they wield

CL 7

nearly as much power (and sometimes more) as the head of a Hutt kajidic. Black Sun's influence is so great that its leaders are able to clandestinely commission a sea of starships from companies like *TransGalactic* and *Toraan Drive Systems*, giving the organization the military might to challenge and overwhelm planetary and even sector defense forces.

Working for Black Sun certainly has its advantages. With the power to challenge local governments, Black Sun agents have a great deal of clout, and many weaker worlds think twice before bringing charges against a Black Sun agent. Joining Black Sun requires that the interested person prove their value, which typically needs to be more than just an extra bit of hired muscle. Once a member of Black Sun, an individual is required to follow the orders of their superiors strictly, and report above all else for the betterment of the crime syndicate.

Most people who are aware of the crime syndicate learned long ago to avoid any entanglements with Black Sun. The organization can be a powerful enemy, rivaling even the Empire for ruthlessness and resources. Angering a Vigo means making an enemy for life, and a conflict with Black Sun can be messy. With its own space fleet, Black Sun is able to send ships to wipe out smuggling operations, destroy pirate fleets, and bomb the homes of those that oppose them.

More information on the Black Sun crime syndicate can be found in the *Force Unleashed* campaign Guide, including more advanced rules for joining the organization. Additionally, *Threats of the Galaxy* features statistics for Black Sun Vigas.

GENOHARADAN

The Genoharadan is a mysterious organization of assassins that has been active for over 4,000 years by the time of the Galactic Empire. More than just a group of assassins for hire, the Genoharadan has a grand agenda that usually remains largely unknown. Even to other crime syndicates. Every assassination performed by the Genoharadan has some purpose and serves to move new enemies and allies into positions far pieces on a dark board. The Genoharadan's motives are its own, and every execution it performs serves some political purpose.

Genoharadan operatives appear on worlds throughout the galaxy, though they seem to operate primarily anywhere that power is being tossed around. The Genoharadan surfaces briefly during the Jedi Civil War, hoping to capitalize on Darth Revan's rise to power, on worlds as far out in the Outer Rim as Tatooine. The hierarchy of the Genoharadan includes a single Overmaster and four Overseers, who control the assassinations performed by the guild. The Genoharadan has few members, but its power is far greater than its numbers would seem to indicate.

Joining the Genoharadan is by invitation only. Typically, a member of the organization approaches a potential recruit with several missions that test the prospect's skill, resolve, and discretion. Genoharadan operatives are far more subtle than most assassins or bounty hunters, and anyone striving for

fame, fortune, or notoriety is likely to be passed over by the Genoharadan. The organization is not interested in flashy fame-seekers.

If one makes enemies of the Genoharadan, trouble is bound to follow. The Genoharadan is extremely subtle, and its targets rarely see the assassins coming. When a person is targeted by the Genoharadan, he or she can be sure that the most skilled and deadly assassins and bounty hunters will be on their tail. For heroes who make enemies of the Genoharadan, the guild may not show up in every adventure, but the heroes can be sure that assassins will show up at the most inopportune times to make trouble and perform their task.

More information on the Genoharadan can be found in the *Knights of the Old Republic Campaign Guide*. Additionally, any of the major alien races with assassins and bounty hunters in this book is relevant to the Genoharadan, as the organization uses much of the included technology and resources.

HUTT KAJIDICS

The Hutt is among the most notorious gangsters in the galaxy, rising from the swampy world of Nal Hutta, the Hutt kajidics, as they clans are known, have their slimy hands in all kinds of criminal ventures. Unlike other crime syndicates, they tend to operate behind the scenes. The Hutt kajidics operate out in the open and claim rightful dominion over dozens of worlds. The Hutt kajidics are the classic gangsters who not only seek wealth and power but also plunge themselves into excess and gluttony. Few pleasures are too depraved for the Hutt, and they have little care for who or what gets in their way.

The Hutt rule directly over a number of worlds in a territory commonly referred to as Hutt Space. Dozens of civilized worlds in Hutt Space fall under the rulership of one or more kajidics, and some worlds outside of Hutt Space are practically unofficially ruled by the Hutt. When a Hutt kajidic sets up an operation on a planet, the balance of power inevitably shifts. On worlds where there is almost no government in the first place, such as on the Outer Rim, this often means the Hutt became the true power on that world. Each kajidic is organized like a family, with superiors and inferiors usually determined by age and power.

The Hutt kajidics employ members of all species as underlings and are willing to hire anyone that can bring them more money or facilitate their hedonism. The Hutt make extensive use of less developed species, such as the Nikto and the Gamorreans, but hire anyone willing to pledge allegiance. Though the Hutt kajidics are greedy, they are not stupid, and though many a Hutt has been undone by gluttony, most keep a watchful eye on any underlings that might show signs of too much ambition. Hutt kajidics can be placated with bribes and flattery, and the quickest way to join a Hutt crime syndicate is to ingratiate oneself with the local Hutt crime lord.

The Hutt can be allies, but they also make terrible enemies. Hutt have been known to hold a grudge and spare no expense in chasing down those

who cross them. Typically, they exact their revenge indirectly by hiring bounty hunters, assassins, or mercenaries to do the dirty work. Most Hutt take great pleasure in tormenting their enemies, and more than a few follow Hutt's example in using new, sophisticated, and ingenious methods to get their rights on a crime that arise. In the end, the bounty hunters, swiftest assassin, and all manner of seedy individuals as the Hutt exacts its revenge.

SWOOP GANGS

Swoop gangs can be found throughout the galaxy on civilized worlds and on worlds barely capable of calling themselves colonies. Typically regarded as a nuisance by local authorities, swoop gangs are groups of able racers, malcontents, and other criminals that have rallied around one another for strength. Typically too disorganized to grow to any real level of power, swoop gangs spend almost all their time working on their (often illegally) modified swoop bikes as they do squabbling amongst themselves. Though swoop gangs are found almost everywhere, most of the time they are content to stir up trouble for fun, intimidate the locals, and engage in dangerous, high-speed races for bragging rights.

Swoop gangs spring up on any world where racing can be found. Though they tend to stick to the edges of big cities, they have been seen on worlds as backwater as Tatooine and as urban as Taris. Swoop gangs typically have a single leader, though leadership of a gang is usually determined by who has the fastest bike and the fastest fists. Challenges to the leader's authority are common, and changes in leadership nearly so. All of the other members of the swoop gang follow their leader, and typically a swoop gang member can only belong to one gang at any time.

Swoop gangs are typically defensive of one another, but it would be stretching the truth to call it any sort of loyalty. Swoop gangs are typically a good place to find skilled outlaw techs, just the kinds of people who can fix a legal Hutt mailman's unimpaired transport or repair an illegal swoop. Given the right leadership and motivation, swoop gangs can sometimes be organized to serve a higher purpose. For example, the Hidden Beks of Tatooine assisted in the resistance against invaders during the Mandalorian Wars.

Unfortunately, most swoop gang members really care only about two things: racing and fighting their enemies. Battles between rival swoop gangs often result in high-profile settlements or, if the peace talks fail, gang wars. Usually, one of the most motivating factors that keeps swoop gangs together. Most swoop gang members know better than to go anywhere alone, as the worst nightmare of a swoop rider is to find oneself surrounded by three or four members of a rival gang. Most swoop gangs vent their frustrations and establish bragging rights through races, but violence between gangs is common and local authorities work hard to keep rival gangs away from one another. A few swoop gangs work for organized criminal syndicates as racing chugs.

TENLOSS CRIMINAL SYNDICATE

The Tenloss criminal syndicate is unlike most other criminal organizations in that it actually has a relatively legitimate arm to its organization. The Tenloss Corporation—another name for the corporate front of the crime syndicate—owns many smaller companies. Though these smaller companies have varying degrees of legitimacy and legality, they all feed funds, weapons, starships, and other resources back to the Tenloss crime syndicate. The Tenloss syndicate is responsible for the most production of a number of popular weapons, including disruptors, as well as starships and space stations. It deals in high technology and uses its legal activities to fund illicit trade. The Tenloss syndicate makes vast sums of money through illegal arms sales, and many would classify the organization primarily as an arms dealer and purveyor of crime abroad.

Based in the Bajor sector, the Tenloss syndicate has a central governing council that oversees the operation of Tenloss's primary interests. Sub-councils control the various companies under the Tenloss banner, and each of those corporations has their own hierarchy. Though the Tenloss syndicate itself is not widespread, Tenloss representatives and interests are relatively few in number, compared to other interstellar criminal organizations like Black Sun. Even its weapons and ships can be found almost anywhere. It is not unusual to find a gang of Transhuman savers with Tenloss disruptor weapons, or find a Tenloss KD space platform orbiting a highly civilized world.

The Tenloss syndicate provides weapons, armor, and other materiel to anyone willing to pay the price and risk being caught. Since most of the weapons and starships manufactured by Tenloss are illegal, Tenloss production facilities are disguised as something more mundane. The best way to join the Tenloss syndicate is to join forces with one of the smaller front companies operated by Tenloss, then work one's way up through the hierarchy. Additionally, the Tenloss Corporation deals directly with other crime syndicates and gangs of decent size, brokering arms deals for large quantities directly through the governing council, in times of great need, even the Rebel Alliance turns to Tenloss for weapons with which to fight the Empire.

Like most unscrupulous corporations, the Tenloss syndicate is not to be trifled with. Though far less overt in their methods, Tenloss leaders always make sure that any threat to their operation is silenced quickly and efficiently. However, the Tenloss leadership seems mostly content to simply make a profit off of its various businesses. As long as you stay out of its way, the Tenloss Syndicate has no honor to defend and typically does not rise to the bait when goaded by opponents. Only when its operations are threatened does Tenloss act, and when it does it brings the full weight of its illegal weapons and starships to bear on its enemies.

For more information on Tenloss weapons, see the *Force Unleashed* Campaign Guide.

Hornet-class Interceptor

Manufactured for distribution to crime lords and the defense forces of shadowports, the insectlike *Hornet-class* interceptor is a lightweight starfighter that boasts impressive "experimental" weapons. Though its frame is quite fragile, the *Hornet-class* Interceptor boasts shields that are unheard of on a starfighter of its size, and weapons systems that far exceed those of comparable craft manufactured by legitimate organizations. The *Hornet-class* interceptor ships with advanced heavy laser cannons that produce extremely potent bolts of energy, but the cannons are unstable and have been known to explode under the stress of firing. They are incredibly nimble and are favored by pilots for their maneuverability, making up for their relatively weak hulls.

Tenloss Corporation Hornet-class Interceptor

CL 12

Gargantuan starfighter

Init +8 Senses Perception +6

Defenses Ref: 8 (blast-footed 11, Fort 7) +5 armor

hp 50 DR 1v SR 15 Threshold 4¹

Speed Fly 16 squares (max velocity 1, 50 km/h); fly 4 squares (starship scale)

Ranged advanced heavy laser cannons* +6 (see below)

Fighting Space 4x4 or 3 square (starship scale) Cover total (crew)

Base Atk +2: Grp +28

Atk Options autofire (advanced heavy laser cannons), fire-link (advanced heavy laser cannons)

Abilities Str 32 Dex 24, Con + Int 14

Skills Initiative +8, Mechanics +8, Perception +6, Pilot +8.

Use Computer +1

Crew 1, Passengers none

Cargo 80 sq, Consumables 5 days, Carried Craft none

Availability Illegal; Cost 25,000 (32,000 used)

*On a natural 2 on an attack roll, the advanced heavy laser cannons explode, dealing 6d10x2 damage to the *Hornet-class* interceptor, ignoring SR and destroying the cannons.

Advanced heavy laser cannons (pilot)

Atk +6 (+3 autofire), Dmg 10d10x2

Alternate Configuration:

Ranged medium laser cannons +6 (see below)

Atk Options autofire (medium laser cannons), fire-link (medium laser cannons)

Medium laser cannons (pilot)

Atk +6 (+3 autofire), Dmg 5d10x2

THALASSIAN SLAVERS

Among the most feared criminals in the galaxy, the Thalassian slavers steal that which is most precious: one's freedom. Independent slavers living from the Outer Rim, the Thalassians are ruthless, relentless criminals that attack and capture starships, enslaving their crews and passengers and selling them to the highest bidder. Most passenger vessels in the Outer Rim know to flee as fast as they can when confronted by Thalassian vessels, as capture can mean being placed on the auction block and ending up enslaved to Hutts—or worse.

The Thalassian slavers typically limit their activities to the Outer Rim, though they have been known to stray inward from time to time if the money is right. Sometimes serving as mercenaries and pirates, the Thalassian slavers always follow the flow of credits and have no sympathy for the plight of those they capture. The Thalassian slavers are loosely organized into small battle groups, each one consisting of a Kaloth-style battleship and several Y164 slave transports, along with a handful of starfighters and small support ships. Thalassian slavers are ostensibly allies with each other, though some small skirmishes have broken out from time to time between two battle groups.

Thalassian slavers are absolutely reprehensible by most standards. Even other members of the fringe tend to steer clear of the Thalassian slavers, as they have no compunctions about capturing other pirates or smugglers and turning them into slaves. Thalassian slavers are not welcome at most ports outside of their home star systems, and shadowports go to nearly as many pains to hide their existence from these slavers as they do from the authorities. Even distant association with the Thalassian slavers can be a virtual death mark, as several Senators of the Old Republic found out when they were connected to the slaving ring.

Encounters with the Thalassian slavers are usually not pretty. The Thalassians throw everything they have at their prey, and they would rather blow up a target than let it escape. Ruthless to the core, Thalassian slavers don't mind accidentally killing half or more of the passengers they attempt to enslave. Thalassian slavers operate almost exclusively in space and almost never raid settlements on planets. However, there have been many reports of Thalassian slavers attacking space platforms orbiting worlds without much defensive capability.

Kaloth-style Battleship

A favored steed of the Thalassian slavers, the Kaloth-style battleship is a large and deadly capital ship that is frequently used in capture ships with the intent of enslaving the crew. However, unlike most pirate ships, the Kaloth-style battleship boasts no ion weapons, though the Thalassian slavers hope their targets survive their turbolasers, they prefer to cripple the enemy first and worry about the spoils later. A Kaloth-style battleship's turbolaser complement is the heavy hammer that smashes enemy ships, softening a target up so that it can be captured by the ship's tractor beam grapples. One of the most feared ships in the Thalassian Fleet, the *Harmoryu*, is a Kaloth-style battleship.

Kaloth-style Battleship

CL 17

Colossal (frigate) capital ship

Init. 2: Sense Perception +8

Defenses Ref. 5 (flat-footed 13) Fort 26; +13 armor

HP 920 DR 5 SR 150 Threshold J6

Speed fly 3 squares (starship scale)

Range 4 double light turbolaser batteries +15* (see below), and

4 point-defense medium laser cannon batteries +9 (see below), and

2 tractor beams +15* (see below)

Fighting Space square (starship scale) Cover total (crew)

Base Atk +2 Grp +38

Abilities SI D2 Dex 4 Con Int E

Skills Int. alive 2 Mechanics +6, Perception +6, Pilot 2, Use Computer +6

Crew 1,464 Passengers 75 (troops)

Cargo 6,340 tons Consumables 6 months Carried Craft +2 starfighters (typically 10);

Hyperdrive x2 (backup x18), navicomputer

Availability illegal; Cost not available for sale (estimated value 1.3 m-llian)

*Apply a -20 penalty on attacks against targets smaller than Colossal size.

Double light turbolaser battery (6 gunners)

Atk +5 (+5 again) target's smaller than Colossal; Dmg +4d10x5

Point-defense medium laser cannon battery 7 gunners;

Atk +9; Dmg 4d 0x2

Tractor beam (8 gunners)

Atk +5 (+5 again) targets smaller than Colossal; Dmg (grapple +48)

Y164 Slave Transport

After slaves are captured by the Thalasian slavers, they must be transported to their new owners, and the Y164 transport is the primary vessel used for this task. Bulky but durable, the Y164 is lightly armed, relying on Koloth-style battlecruisers for their defense. The ship boasts quad laser cannons that pack a decent punch for weapons of their size. Slave accommodations aboard a Y164 transport are squalid, as most of the 12,400 slaves are actually living in poorly converted cargo space.

Y164 Thalasian Slave Transport

CL 13

Colossal (frigate) space starport

Init: 7 Senses Perception +6

Defenses Red 12 (Nat-floored 1), Fort 34, +4 armor

hp 600 DR 5 SR 100 Threshold 134

Speed fly 1 square (starship scale)

Ranged 2 quad light laser cannons +3 (see below)

Fighting Space 1 square (starship scale). Cover total (crew)

Base Atk +2 Grp +46

Atk Options autofire (quad light laser cannons)

Abilities Str 56, Dex 72, Con Int 13

Skills Initiative +2, Mechanics +6, Perception +6, Pilot -3, Use Computer

+6

Crew 15 (skilled); Passengers 2,400 (slaves)

Cargo 10 tons Consumables 1 month Carried Craft none

Hyperdrive +3 (backup +25), navicomputer

Availability Illegal Cost 245,000 (122,000 used)

Quad light laser cannon (gunner)

Atk +3 -2 autofire, Dmg 5d10+2

LOCALS

Hives of squalor and filth vary in size, function, and safety just as much as more respectable places. Sometimes the only difference is who has final say over what happens to transgressors—a Hut doesn't take any more kindly to thieves stealing from him than CorSec officers do. The locales listed below are all places where law is rare—or at least takes a form not recognized in most of the galaxy. These hives of lawless and criminals are excellent places to buy black-market goods, hire mercenaries, and buy information. They're also good places to get a vibroblade stuck between your ribs in a dark alley.

THE ERRANT VENTURES

The Errant Venture has the distinction of being the only Star Destroyer ever owned by entirely private interests, with no affiliation to any government. Originally commissioned as the *Invictus*, an Imperial II-class Star Destroyer, the ship saw service at the Battle of Endor and the Battle of Thyferra. There the ship was surrendered, undamaged, to Booster Terrik, never a timid man, decided the price of his help in capturing the vessel was the ship itself. Although the New Republic was uneasy with the idea, in the end a deal was struck that removed most of the ship's armament, netting Terrik a cool 18 million credits, and the hull was painted red to make it distinctively different from other Star Destroyers.

From that point on, the Errant Venture was a mobile shadowport and one of the first defender places to acquire a bit of data on gear without legal complications. Terrik enjoyed the prestige that came with the ship, and he played on the fact that it was once an Imperial warship. For example, the Errant Venture's crew wears variants of Imperial uniforms: in Corellian green-and-gold colors. Although many feel this is in poor taste, others suspect Terrik did it because the manufacturing plant in the ship already had the patterns for those uniforms programmed into it, and changing the color of cloth fed into it was cheaper than having new uniforms designed or imported.

Indeed, money quickly became an issue for Terrik. His smuggling organization was never the size of Black Sun or Talon Karrde's operation, which might have been able to maintain a full-size space cruiser. Terrik was strained to the limit of his resources to maintain even a down-gunned Star Destroyer and he was always looking for ways to make it profitable. This ranged from highly secure smuggling runs to renting out space or the hull for advertisements. Although many New Republic officials assumed the ship would be an embarrassment for only a few years before Terrik had to have it scrapped or sold, in truth he managed to keep it running through the end of the Civil War, the "return" of Thrawn, the Yuuzhan Vong invasions, and the Second Corellian Insurrection. It even became the home of the Jedi Academy, due in large part to personal connections between Terrik and his son-in-law, Caran Hoen.

Although the ship was "officially" limited to just a few heavy weapons for most of this time (represented by the star block below), Booster Terrik likely had weapons either reinstalled or replaced on more than one occasion. Although Terrik isn't talking, some observers have noticed that every time the New Republic decided it needed the ship to be rearm for an operation, it took surprisingly little time to accomplish. Even when only a few weapons were active, the Errant Venture always tracked all its targeting sensors on any potential enemy.

Though its core layout remains that of an Imperial II-class Star Destroyer, the Errant Venture is constantly being refurbished and redesigned. It turns out that if you don't try to maintain bays for 20 AT walkers, the barge to land them, and the ground forces to support them, you have considerable room for remodeling. Booster Terrik claims to have a fare-to-ast-refit

planned for the ship "in his head," but observers assume he does whatever he can afford to, whenever he has the time, even so, the change of the ship from purely military to largely mercantile is noticeable.

The lowest levels of the *Errant Venture* are referred to as The Mines, and are restricted to passengers coming and going on large ships and the ship's crew. It includes the docking bays designed to capture enemy ships, all of which still function well enough. The largest of these Docking Bay 15, is the central docking area and can house multiple ships in excess of 150 meters. This is the normal home of Terrin's freighter, the *Pulsar Skate*, when it's on independent missions. Docking Bay 15 is also sometimes used as a mobile repair base, able to fix major damage to ships as large as Corellian gunships, no questions asked—if the captain has the credits, of course.

Black Level is just above The Mines, and is the lowest of the three passenger areas of the ship, as well as being the least interesting or comfortable. It's largely hoids, cramped passenger cabins (with little more than a light and a bunk), and empty spaces that can, with effort, be turned into workshops or similar industrial spaces. The Black Level is for those who want to hop safe passage aboard the *Errant Venture*—which is, after all, unlikely to all prey on pirates or bounty hunters, but can't afford better accommodations. Sales of anything but food are forbidden on Black Level without Terrin's special permission, and the area is regularly patrolled by the ship's security forces (who have their own—much nicer—room block in the center of Black Level, Block 1130 Sabot). Of course, some shadow shops are set up with Terrin's clandestine permission, places where business is done that even Terrin isn't willing to have out in the open. Terrin keeps claiming he's going to remodel Black Level, but never finds the time or credits to do so.

Above Black Level is the Blue Level, where honest middle-reputable guests and arms as a base of operations for a number of up-and-coming smugglers, bounty hunters, pilots, traders, and mercenaries. It is also the location of the majority of the ship's docking spots, smaller docking areas for shuttles and small freighters to enter or clamp to the ship. Although Blue Level can become a bit rowdy (the ship's security forces don't intervene in fist fights, but anything involving a blaster or bowcaster or light saber is stopped quickly and with little regard for who started it), it also includes two particularly interesting sections.

The first is a massive six-deck courtyard (linking Blue Level to the Diamond Level above that) that includes a three-deck high holodrama of the Battle of Thyferra (focusing on the attack on the *Errant Venture*, still named the *Vengeance* under the command of Booster Terrin). Although the massive holopicture might be of questionable historical accuracy, it is accepted as one of the greatest pieces of wartime art in the post-Civil War galaxy.

Errant Venture

Colossal (crusier) capital ship
 Int: +0, Sensors Perception: 8
 Defenses: 16: 8 (14: 16: 16) Fort: 56 6 (6: 6: 6) Vehicle: Combat
 hp 2,000 DR 20 SA +20, Threshold 256

Speed fly 2 squares (starship scale)

Range 1 heavy turbolaser battery +13* (see below) and

- 1 turbolaser battery +13* (see below) and
- 2 point-defense laser batteries +17 (see below) and
- 2 heavy ion cannon batteries +13* (see below) and
- 2 tractor beams +9* (see below)

Fighting Space 2x2 (starship scale); Cover 101

Base Atk: +5, Grp: +21

Abilities: S: +3 Dex +4 Con: Int: 18

Skills: Initiative +0, Mechanics +8, Perception +8, Pilot +0, Use Computer +0

Crew 12,000 (expert); Passengers 30,000

Cargo 50,000 tons, Consumables 3 years, Carried Craft up to 44 starfighters, 10 light freighters or similar craft, 2 capital ships up to Colossal freighter size

Hyperdrive x2 (backup x12), nav computer

Availability: Military: Not available for sale (black market value 50 million used)

*Apply a 20 penalty on attacks against targets smaller than Colossal size

Heavy Turbolaser Battery (3 gunners)

Atk: 13 + 7 against targets smaller than Colossal; Dmg: 11d10x5

Turbolaser Battery (3 gunners)

Atk: 10 + 7 against targets smaller than Colossal; Dmg: 8d10x5

Point-defense Laser Battery (5 gunners)

Atk: +7 Dmg: 1d10x2

Heavy Ion Cannon Battery (3 gunners)

Atk: 10 + 7 against targets smaller than Colossal; Dmg: 3d10x5 ion

Tractor Beam (3 gunners)

Atk: +9 against targets smaller than Colossal; Dmg: 1 grapple +21.

Also on Blue Level is Trader's Alley, a massive cash-in-barter-only gray market bazaar. Few permanent stores are in Trader's Alley, and most of those are secretly owned by Tenth or his friends and allies. The constantly changing collection—broken-down war droids, captured Imperial weapons, illegal fruits and spices, remodeled shipping nurts—is a unique example of planetary art from a hundred systems, and twisted diatribes that can act as anything from explosives to cheaters—provides one of the greatest free markets in the galaxy. In part this is because Bunsen knows how to keep trade hissing, and in part it's because even the most paranoid trader feels safe in the belly of a Star Destroyer, no matter how stripped down.

All items in Trader's Alley are treated as one step less restricted than normal when determining black market cost. Illegal items are military, military items are restricted, and so on. Additionally, it never takes more than one day to find if such items are available in Trader's Alley, no matter how restricted they are.

From the Blue level courtyard, it is easy to access Diamond Level, where ships, officers, valued guests, friends and family, and the wealthiest travelers stay. Diamond Level has been completely ripped out and reappointed in luxury style. (Booster originally planned such an upgrade for the whole ship, but it would prohibitively expensive. It has since where it ended amily and our

ents stay, although immediate am y stay in officers' quarters n he command section). It is replete with dining halls, entertainment venues, conference rooms, and recreational facilities. Some extremely rich civilians—and a few minor crime bosses posing as such—pay a hefty rent to live safely in the Diamond Level full time. When the Jedi Academy was moved onboard, it was also placed in this area. Diamond level is never more than a quarter full, and Tenth continues to advertise it as a unique travel and living opportunity.

STARFORGE STATION

StarForge Station is a famous shadowport, a place where any ship can find repairs if enough credits are presented and where no questions are asked about cargoes, battle damage, or questionable documentation. Located in the StarForge Nebula in the Adu sector of the Mid Rim, the massive mobile base has survived through three governments using a combination of careful planning, low local officials, and strict neutrality. It provides a useful outlet for logistics and secondaries as well as clandestine government operations.

Originally constructed as a theoretically legal (if fringe-oriented) base several decades before the Clone Wars, StarForge was intended to serve as a base of operations for smuggler Muir (Gandish Glandish Glandish) to save on costs by building the starport on an existing planetoid, using mostly junked starships from old battles within the nebula. While the port was still in its infancy, Glandish was killed, and administration of the port fell to his friends and business partners. However, no transfer fee was ever paid on the station, causing it to slip from "technically legal" to "barely illegal," though no one in the young Old Republic seemed to care. StarForge station might well have remained a minor, obscure illegal port for small craft if not for the Clone Wars.

NO, NOT THAT STARFORGE

StarForge Station isn't the name of a planet. It's a nebula packed with a high number of mining sites in the process of forming. Early explorers of the Adu sector called it the StarForge Nebula. There is no relation between this name and the StarForge massive automated shipyard powered by a nearby star. That star, a star government forge, and used by Darth Revan and Darth Malak. The Republic destroyed the StarForge at the end of the led Civil War. Two millennia before the Galactic Civil War, The Republic covered up all information about the StarForge and its creator, the Rakatan Infinite Empire. The Rakatan system where the Rakatan civilization emanated by the time the StarForge Nebula was named, it's knowledge was all but forgotten.

When the Separatists began their war with the Old Republic, conditions across the galaxy changed. Suddenly, any ship could be attacked at any time. One of the two sides might seek to cut off enemy supplies, or pirates might take advantage of the increased chaos to strike bigger targets than they dared seek in peacetime. Any port with repair facilities, no matter how minor, saw increased business, and StarForge was no exception. What was unique about StarForge was that it declared neutrality early on, and both sides respected that decision. This was not for any idealistic reason, but simply the fact that both the Republic and the Separatists needed access to its facilities from time to time, and neither was willing to spare the forces needed to capture and hold the small station.

By the time the Clone Wars ended, StarForge was a common meeting place for the forces on the run from the Empire, and the Empire couldn't be bothered to commit many forces to track them all down. The Adu sector was a peaceful region, so the garrison there was light and few forces were available for such a mission. Although Mal'harin Starvel was tasked with capturing it, others in the sector were less concerned. Indeed, some Imperial agents found it useful as a neutral zone for meeting with fringe (and even Rebel) contacts.

With everyone from the Bothan SpyNet to the various Hutts keeping a sharp lookout and warning StarForge when it needed to move, it's little wonder the Empire never managed anything but a few brief raids before the station entered hyperspace and escaped. After the Emperor's death, even Imperial Remnant forces used the station to arrange for supplies and repairs no longer available from their home fleets. The Yuuzhan Vong never came across the station, which they saw as an abomination to be destroyed once more important targets were captured.

Administration of StarForge station changes frequently—perhaps on a hand of sabote, or perhaps when the previous administrators decide they don't want Hutt's to know where to find them anymore. When the

NAR SHADDAA

Basic information about Nar Shaddaa, the Smuggler's Moon, can be found on page 233 of the Saga Edition core rulebook. However, lists of Knowledge checks and four astrophysical data do let you highlight the true face of the biggest nest of scum and villainy in the galaxy. The vast, sprawling city planet is like a dark twin of Coruscant, an urban sprawl of vice, crime, and violence. The upper levels of the Vertical City of Nar Shaddaa are similar to the lower levels of the galactic capital, and both opportunity and danger can be found a few steps from any dock.

No central government exists on Nar Shaddaa, with each "sector" controlled by a crime lord, business cartel, or local warlord. Spice is openly processed on the surface, and everything from slave-fitting pits to Sith academies have been successfully set up on the world. However, its lack of government makes the planet amazingly resilient even after being ravaged by the Yuuzhan Vang, after a few decades it was once more a home for smugglers and criminals from all over the galaxy.

Throughout the Smuggler's Moon the different factions operate in a similar manner. Although there are Corilian strikers and Twi'lek Quarters, the crime lords and smugglers who truly run things all have a hands-off policy until trouble begins to cost them profits, and then they slap a bounty on any offenders. There's a little real law in Nar Shaddaa: just local enforcers and mid-level bounty hunters trawling for troublemakers with prices on their heads.

Shady deals are made in the back rooms of casinos and cantinas, dimly lit chambers thick with clbac smoke and surrounded by guards. Low-grade thugs and bounty hunters conduct steady business in such places—and so do the information brokers who watch them come and go. When a crime lord contracts real talent, he arranges to meet in a place that's heavily guarded and fortified—not only to ensure privacy, but his own safety as well.

A typical Nar Shaddaa crime lord is Kurka, a minor Hutt in the Desilijic class. Forced out of smuggling operations farther out in the galaxy, Kurka sank the rest of his finances into a small sector of Nar Shaddaa. From which he plans to grow the roots of a larger, more powerful organization. Currently, Kurka mostly deals in information and setting up meetings between other factions, using a series of fixer-go-betweens. Kurka has numerous apartments he rents to up-and-coming smugglers and bounty hunters, and he hopes to make enough contacts to be able to pick one to sell out for a deal big enough to make him a major player on Nar Shaddaa. Many of his schemes involve setting rivals against each other for his own profit; thus, his section's living quarters and docking bays are designed to keep his guests separated while he lies to them about the motives of others, charging both for false information and for hired muscle to punish factions for these false crimes).

Although Kurka has made advances in the galahobri business, he doesn't reinvest his money wisely. The Hutt is far more interested in an adding additional pleasure chambers, internal security systems and instituting deathtraps than investing in more ships, enforcers, and spies. It is only a matter of time until someone hires a band of mercenaries to disable the security systems or blow up his entire command tower.

The crown jewel of Kurka's shady organization is the Faleen Lady, a casino and pleasure house that caters to those who enjoy pheromone-enhanced hostesses. The casino ferries in its customers through regular shuttles, to prevent anger starships from coming within weapons' range. Its life support systems are rigorous enough to house thousands of sentient accommodations include staterooms for high rollers, living quarters for the staff, and barracks for security personnel. With so many credits changing hands, the casino insists on searching its guests for weapons, and the vault at the subterranean building's core is far more secure than a typical planetary bank.

In addition to bringing in credits from rigged gambling tables, the Faleen Lady is a popular meeting place. Since everyone present is supposed to be unarmed, factions with violent disagreements might try arranging negotiations here. There are certainly worse places to go when looking for an assassin, slicer, bounty hunter, or fixer for hire. Of course, when trouble does break out, the enforcers and casino security are present to break things up quickly—and violently.

CHAPTER V POINT NADIR



HISTORY

Although the *Naib* has been an established thorn in the side of the *Reith* 1376 was discovered over 1,000 years later on the fanning of her colony. The comet was paid little attention by astronomers, explorers, and prospectors as it seemed confined to a low elliptical though the galaxy largely unexplored. With the humper in comets streaming through galactic space *Reith 9944* was only another vista, a body for speculation, to be done.

Reith 9976 was eventually observed by an automated comet exploration vessel. The *Saving Grace* Comet *Reith 9976* was analyzed, autographed, and duplicated in multiple samples with plans. It was remarked in the *Saving Grace* files that the *Naib* the vessel's computer referred to as a raven, but anomaly in the comet's anterior quadrant, possibly the result of prior habitation. Following nearly twenty-two minutes of close observation the *Saving Grace* eventually sent findings back to Correllia in a burst of transmission before heading to its next destiny. The data was but is analyzed by Correllian astronomers then died away and forgotten.

Two hundred years later a Correllian pirate ship named *Balovan* (she came across references in *Reith 9976* intrigued by the *Saving Grace*'s survey report and his band traveled to the comet's current location as detailed in the accounts of the day. The comet was right where it was supposed to be and appeared exactly as the *Saving Grace* had reported. The pirate made a complete exploration of the comet including several forays into the interior caves as it was as what *Exile* was looking for a mobile base hidden from curious eyes in an "significant" comet dust cloud individuals could easily miss and find.

At the next decade *Exile* and his crew used the comet as a base. The *Naib*'s accommodations were sparse. Captured ships were pushed to the lower most interior of the comet and used to store cargo in time the pirates designed several of the smaller caverns into sealed chambers. With such growing wealth and expense was spared in making *Reith 9976* a mobile, portable place to stay for *Exile* and his ambitious. *Exile* secured a number of mining drills, a well as other mining equipment from a prospecting vessel his crew had plundered as a prize. He began to hollow out the comet more seeking to create an elaborate palace in his own.

Unfortunately for *Exile* his luck did not last. For having a series of failed expeditions, *Exile* men, pain, convicts, his crew mutinied. Tired of the living conditions on *Reith 9976* and demoralized by the current rash of defeats, the crew left him marooned with a few comets. The *Naib* had become his prison. *Exile* eventually died a hermit, but not before several of his crew took inspiration, changing the comet to the Anglian man of *Naib*. The Anglian saw potential in *Reith 9976* especially since it had already been used as an establishing headquarters for his band in secret ways, though the time was not fully utilized and is partially equipped. He pirate did not fully grasp of the prospect of having the high level and how the *Naib* might be living there, lavish and decadent.



Despite these stories following up the pirate's claims was low on the Anglian ship's list of priorities. It would be almost a century before the *Naib* took on a more important role. *Reith 9976* became *Exile* had long since died, but his legacy within the comet remained. Respectable amounts of mining equipment were immediately available as well as a dozen armaments and mining drills which his command took after his death prior to shutting down due to lack of maintenance. With these extensive resources and capital the Anglians were able to use his secret, rudimentary cavern complex and turn it into the focal point of a number of criminal enterprises.

THE CALL OF POINT NADIR

So here you have it laid out before you, a complete hive of doom and villainy for you players to explore. The question remains, though: How do you get them there?

It might not be as simple as it sounds, given the secrecy surrounding Point Nadir. Your best bet is to take a look at the player characters. Who are they and what do they want to accomplish? What are their current affiliations? What is the most logical route for them to take?

If you don't have the time to spare, such as during a short series of games, or during a one-shot scenario, you might let them discover Point Nadir right away, with little fanfare. This is perfectly acceptable, and it allows you to get the most bang for your buck right away. Be sure to let them experience the culture of the place and to perceive the contrasts between a lawless shadowport and an Imperial-controlled core world.

If you are running a campaign, you might even start the players in Point Nadir from the beginning. Be sure to explain the sensitive nature of the shadowport's organization, though. Stress that the beings that control Point Nadir are a vindictive lot who stop at nothing to punish anyone that tells the wrong people of its existence. Most of all, don't be afraid to follow up on such threats. If the heroes go indiscriminately blabbing about Point Nadir, they deserve whatever ill fortune comes their way.

If you have the time, though, you might be best served by slowly revealing Point Nadir to the players over the course of several sessions. Provide small clues and hints as they advance. Tempt them with the mystery before you so much as utter the name of the place to their warring ears. Allow Point Nadir to be the light at the end of the tunnel. To wit, it should be a part of the pay-off for exceptional play. Given the sorts of services that are available in Point Nadir, anything less would be akin to giving it away for free.

ON APPROACH

Once the players know where Point Nadir is, and assuming they have the means to travel there, all that remains is the journey. The location of Resh 9376, the comet that Point Nadir is nestled within, is catalogued and available with all current astrogation data. Public databanks feature little information about Resh 9376 other than its being comet with a galaxy-spanning elliptical orbit. To the casual observer, the comet is not impressive, and no obvious reason for anyone to want to pay it a visit. Since the location of the comet is well documented, getting there is no more difficult than navigating to any other area in the Outer Rim territories.

After leaving hyperspace, the vast expanse of deep space greets the heroes. Sensors reveal Resh 9376 exactly where it is supposed to be, a dim corona of vapor giving it an eerie illumination against the dark backdrop of space. Sensor readings prove inconclusive for Point Nadir's interior is screened by a number of cloaking fields. Even though these fields are not true cloaking devices—after all, they do not make the comet invisible—they do block the prying eyes of most sensor systems, including life and composition scanners. This, in and of itself, proves curious to the uninitiated.

Meanwhile, Point Nadir's own traffic controllers monitor any craft that emerge from hyperspace near the comet. All ships are catalogued by Point Nadir traffic control, and their individual profiles are added to an extensive database. Craft that are not listed within the database are classified according to type. Specific flight patterns are expected of all craft before traffic control gives docking clearance, and anyone who has been invited to Point Nadir, or who has been there before, knows the required flight etiquette.

Ships that fail to follow the established flight pattern, but continue to advance upon the comet, are actively scanned and subsequently challenged by traffic control. Typically, such craft are ordered to stand down and adopt a parallel course to the comet. Those that comply are either questioned at length prior to being authorized or, in severe cases, are boarded by a group of Anjillic Hushes so that they can be scrutinized at length, not to mention a gunpoint. Ships that fail to comply with traffic control are warned only once before fighters, a mixture of modified T-85 Hushhunters, Cloakshape fighters, and R-44 Starchasers, are scrambled to intercept them. Once scrambled, the fighters rarely return to their berths without drawing blood.

POINT NADIR

Region: Outer Rim

Climate: Temperate/Controlled

Gravity: 1.3g Standard Surface: Standard Artificial Interior

Moons: None

Length of Day: 24 standard hours

Length of Year: 734 101 standard years

Population: Approximately 4,000

Sapient Species: 40% Human, 60% Twi'lek, 64% Togruta, 4% Rodian, 2% Huk, 40% other species

Government: Point Nadir Council (criminal syndicates)

Capital: Point Nadir

Major Exports: Illegal goods, information, narcotics, slaves, weapons

Major Imports: Foodstuffs, illegal goods, information, medicines, technology

Knowledge (galactic lore)

- | | |
|----|---|
| DC | Result |
| 20 | Point Nadir is rumored to be a shadowport somewhere in the Outer Rim territories, but the location is not well known. |
| 25 | Control of the port is attributed to the Anjillic clan, a Huttese criminal family. They maintain strict silence concerning the specific location of Point Nadir, and people have died for merely speaking about it. |
| 30 | Point Nadir is situated within a comet that orbits the Outer Rim. Though the Hutts maintain control over the shadowport, other groups also claim jurisdiction inside the port. |

DOCKING AND ACCOMMODATIONS

Vessels that pass scrutiny are given clearance to dock, and a landing beacon is activated. The beacon is a simple arrangement of transmitters and lights that directs visitors' ships into what is colloquially known as the Jackrab Hole—a large, cavernous opening in the comet's anterior. The Jackrab Hole is more than five hundred meters in diameter, and equipped with atmospheric shielding that holds back the harsh vacuum of open space. Once a ship has passed through the opening, the external beacon is deactivated, leaving the location of the Jackrab Hole hidden once again.

Pilots are expected to navigate the length of the cavern with their own sensors, and little direction is provided by Traffic Control. For pilots unfamiliar with the Jackrab Hole, a DC-5 Pilot check is required to avoid colliding with the tunnel walls. The cavern is littered with old wrecks, debris, and scrap, each piece telling the story of another freighter pilot that didn't pay close enough attention to his instruments. The passage winds ever so slightly, cork screwing gently toward the comet's heart, until finally it opens up into a massive cavern. Known as Fische's Cove, the cavern seems to encompass the entirety of the comet's interior, although it is much smaller. Leads, unimbrical cables, and thick durasteel chains float lazily in the null gravity of the Cove, some attached to vessels, others unoccupied.

Small ferries and skiffs flit among the docked vessels like insects, carrying crews, maintenance technicians, cargo, and curiosity seekers from the relative safety of the Slips to the more hazardous anchorages nearest the Jackrab Hole. The costs of docking facilities increase the farther from the Jackrab Hole they are. Berths (if you can call them that) closest to the hole, as well as those in the region known as the Tethers, are the cheapest. The Anjilacs occasionally send parties of thugs to collect fees from captains and crews who prelate in mooring at the far end of the Cove in an attempt to get a free ride. Transporting cargo from such distant anchorages can run an expensive, so smugglers, pirates, and merchants wishing to move significant cargos make an effort to dock closer to the Slips.

The Slips are a series of well-accommodated docks that offer more comforts than might reasonably be expected in any shadowport. Fijys maintains control of the Slips, offering excellent support services and replenishment assistance to captains who require it. Costs are exorbitant, compared to equivalent services offered in more legitimate environs, but in Point Nadir you truly get what you pay for. Depending on the circumstances surrounding a vessel's entrance into the shadowport, it is likely that a gang of "shadowport security operatives" pays it a visit, both to collect fees and inspect crew and cargo. In the case of newcomers, such treatment is virtually guaranteed.

DOCKING SERVICES AND EXPENSES IN POINT NADIR

Table G-1: Services lists the sorts of prices a ship captain can expect to pay in Point Nadir. This table can also be used for other shadowports across the galaxy, at the GM's discretion. Mooring prices vary based on the size of the ship being berthed, as indicated.

SERVICE	COST
Maintenance (standard)	100 (Large) 200 (Huge) 400 (Gargantuan) 800 (Colossal) 1,600 (Colossal [frigate])
Mooring (Jackrab Hole Tethers)	100/day (Large, Huge) 200/day (Gargantuan) 200/day (Large)
Mooring (The Tethers)	400/day (Huge) 600/day (Gargantuan) 800/day (Colossal)
Mooring (Central Cove)	300/day (Large) 600/day (Huge) 900/day (Gargantuan) 1,200/day (Colossal) 1,500/day (Colossal [frigate])
Mooring (The Slips, includes maintenance)	500/day (Large) .000/day (Huge) .500/day (Gargantuan) 2,000/day (Colossal) 2,500/day (Colossal [frigate])
Ship Replenishment	300 (Large) 500 (Huge) 700 (Gargantuan) 1,000 (Colossal) 2,000 (Colossal [frigate])
Skiff Rental	500/day



GOVERNMENT

For in Nagpur, controlled by a house (a mixture of criminal factors). Though recently allied, but their groups are cons. are giving me the same answer to generate control of Puni Nagpur Public, they refer to the 'badapori' and 'bad' funds and associated fees, and then the economy 'during' is highly declined. In some, they compete with one another for business and in future.

THE ANJILIAC CLAN

The most powerful of Foin Naido's gangster is a group of street dealer-hip-hip men, mostly led by the Hip-Hop group, the Hip-Hop group, and which is affiliated with the Arabic Naido group. It is the group of street dealer-hip-hip men, mostly led by the Hip-Hop group, the Hip-Hop group, and which is affiliated with the Arabic Naido group. It is the group of street dealer-hip-hip men, mostly led by the Hip-Hop group, the Hip-Hop group, and which is affiliated with the Arabic Naido group.

Zietz is the public face of her organization, but she is actually a puppet princess. Few of Fiam's Nado residents are aware that Zietz relies heavily on the guidance of her confidante, a Dolan, who du jour shows up on her Nado's weekly past. Bark in Nado's past, Zietz was a disgrace of the life of her people. To injure a Nado a nothing thing, at the time she was still in Fiam's Nado to injure her life. She is representative on behalf of her Nado.

The majority of the five Hu's emotional episodes are directed by an amazing woman, a female named Dorian, is a prominent figure in Zhenzhen's work, and is considered to be Zhenzhen's right hand. What must it mean for her to realize a character's yearning heavily upon Tian and he uses to make any depiction of a sequence without her help and in turn, as Dorian uses Zhenzhen's reflective nature in her own advantage, subtly manipulating the plot in nearly every conceivable way.

HEROES AND THE ANJILIAC CLAN

Given that the Aduka is in control of his territory in Foina-Nadi, players that are not members of the Aduka are competing with him. Zetta's organization is always looking for capable smugglers, thugs, and mercenaries to hire. He has a few freelance employees well, and attempt to recruit promising candidates to his permanent positions with the organization.

A large part of the Mutis' operations in Point Maitre revolve around slave trade. Consequently, slaves might eventually become involved with this appalling aspect of the Angilim's business. A good portion of the galaxy-wide slave market is controlled by the Mutis, and it is therefore of their advantage to keep the slaves in a state of complete ignorance of their situation. They are thus in complete denial of the fact that they are being sold into slavery. The Angilims compensate their employees well for the risks they take, despite the fact that they have no idea of their situation. The employees are no better than slaves themselves.

As the Great Emigrants who follow him to a new America, he is the first to show how the new life hereafter will be a new life for all, and not for a few. He is the first to show the need of space for other emigrants to and from Point North is one way that the M... .. potential emigrants to... .. and resourcefulness. They prefer to live with more than one morality.

Players who find themselves on the wrong side of the Annapolis kapde can expect the inarguable and predictable in Paul's column: regarding the reasons for the fact that the winners in the "natural" work, they might face punishment ranging from termination to incarceration. But their idea of the "right" group is almost a double-edged sword: such authority plays a role, but the winners in the "right" side aren't out of it is likely only if they are incredibly valuable in some way.

Zietta the Hutt

Born into a wealthy criminal family on Nal Hutta, Zietta always seemed to be last in line. Never as conniving as her competitors, she remained the butt of jokes for decades. Even though she was just as ambitious as any self-respecting Hutt, Zietta lacked the means to achieve what she wanted. Embarrassed by her apparent lack of skill, the clan elders sent her to Point Nadir to serve as an adjutant to her cousin Tiriello.

Tiriello had been overseeing Point Nadir for almost a century when Zietta came to the shadowport. He assigned menial tasks to Zietta, never bothering to hate his distaste for her. She grew to resent him, but remained helpless. Any other Hutt would have arranged for Tiriello's violent retirement, but Zietta lacked the allies necessary to engineer such a contract. It was then that Zietta met Tis Dolan, a Wroonian expatriate. Dolan treated Zietta with the respect that the Hutt had craved, quickly becoming her right hand and close confidant. Zietta spoke to her of ending Tiriello's reign, and Dolan listened intently.



THE ANJILIA ELAN OF POINT NADIR

When Tiriello was assassinated, it came as a complete surprise to Zietta. Dolan urged her to step up and fill the leadership vacuum. Though skeptical, Zietta did as Dolan suggested. With Dolan's support, everything fell snugly into place. Within a month, Zietta had secured her position as the Anjilia boss of Point Nadir. With Tis Dolan by her side, Zietta has brought new prosperity to her clan and earned the respect of the other criminal factions that are active with in the shadowport.

Zietta is a Hutt in her middle years, with a moist, dusky gray hide, and yellow-red eyes. Her most descriptive features are a very slender gold hoop chain adorns her left nostril. Though Zietta is secretly unsure of herself and lacking in self-confidence, she makes a good show of typical Huttish pomp and arrogance, especially when Tis Dolan is by her side.

Zietta the Hutt

CL 9

Large Hutt, noble 3/secondair 4/ferme lord 2

Force + Dark Side 0

Init +3 Senses Perception +5

Languages Basic, Dosh, Gamarean, Hawk, Huttese, Rodese, Rvi

Offenses Int 9 (War-footed 19), Fort 21 Will 24

hp 56; Threshold 31

Immune +5 spirit's bonus to Will; Defense against any use the Force
ruck

Speed 2-squares

Melee unarmed +8 (1d6+6)

Ranged blaster/pistol +5 (3d6+4)

Base Atk +6, Grp +12

Atk Options Bantha Rush, Crush, Pin, Point Blank Shot

Special Actions Knock, Melee Defense, Impel Ally I

Abilities Str 15, Dex 8, Con 14, Int 14, Wis 13, Cha 1

Special Qualities command cover ally

Talents Connections, Gambler, Impel Ally, Inspire Fear I, Knock, Wealth

Feats Bantha Rush, Crush, Improved Damage Threshold, Linguist, Melee

Defense, Pin, Point Blank Shot Skill Focus (Knowledge [galactic lore])

Weapon Proficiency (pistols, simple weapons)

Skills Deception +8, Gather Information +9, Knowledge (bureaucracy)

+7, Knowledge (galactic lore) +16, Knowledge (social sciences) +11,

Persuasion +9, Pilot +8, Use Computer +1

Possessions blaster/pistol

Tis Dolan

Though her origins are a mystery, Tis Dolan claims to be the last remaining heir of a once-powerful Wroonian crime family. Fiercing enemies on Wroona, Tis set out to make a name for herself. Although she succeeded in pulling off several modest heists with a group of Twi'lek criminals, Dolan desired more. Her opportunity arose shortly after she immigrated to Point Nadir and met Zietta the Hutt.

Dolan could immediately see that Zietta was incompetent in comparison to other Hutt's, and all she had going for her was her spirits. Huts were as a rule favorites only to themselves. To make a place for herself in Point Nadir's hierarchy, Tis decided to gain Zietta's confidence and thereafter engineer the failed Hutt's rise to power. Dolan found it surprisingly easy to ingratiate herself to Zietta, and in a short time the two were inseparable.

Using the last of her fortune, Dolan contracted a trio of assassins to kill Point Nadir's Anjilac boss, Tirello the Hutt. With Tirello out of the way, Zietta had only to step up and hold her ground while the rest of Point Nadir's Hutt population squabbled over who would fill the void. After a few decisive power plays, Zietta was firmly in control of Tirello's organization, if only in name. He ensured that she, not Zietta, was the true power behind the throne and this is a position she will fight to maintain.

Tis Dolan is a petite Wroonian female, with her species' trademark blue skin and blue-black hair. Her violet eyes are often set in a stern glare. She wears sharp business attire, and ties her long, braided hair up in a queue. Dolan is terse and to the point and unindictive to a fault. She despises Zietta the Hutt but maintains their relationship to retain her status in Point Nadir.

Tis Dolan

Medium Wroonian noble 2/soundrei 7/force lord 4
Force 6, Dark Side 9
Int 13, Sensei Perception +13
Languages: Basic, Doihsese, Ereskan, Dursese, Hout, Huttese, Ryl, Sullustese
Defenses: Ref 28 (flat-footed 26), Fort 23, Will 32
hp 64, Threshold +3
Speed 6 squares
Melee vibroblade +9 (3d6+6)
Ranged hold-out blaster +7 (3d4+6)
Base Atk +9, Grp +9
Atk Options: Careful Shot, Dastardly Strike, Lucky Shot, Point Blank Shot, Precise Shot

Special Abilities: Coordinated Attack, Disruptive, Imper Ally I, Quick Draw, Walk the Line, Weak Resolve

Abilities: Str +9, Dex 14, Con 9, Int 16, Wis 5, Cha 17

Special Qualities: command cover +2

Talents: Dastardly Strike, Disruptive, Imper Ally I, Inspire Fear I, Inspire Fear II, Lucky Shot, Presence, Walk the Line, Weak Resolve

Fears: Careful Shot, Coordinated Attack, improved Defenses, Insight, Point Blank Shot, Precise Shot, Quick Draw, Skill Focus (Deception, Persuasion), Toughness, Weapon Proficiency (advanced melee weapons, pistols, simple weapons)

Skills: Deception +19, Gather Information +14, Initiative +13, Knowledge (bureaucracy) +4, Knowledge (social sciences) +14, Perception +13, Persuasion +19 [can reroll, but must keep second result], Pilot +13, Use Computer +14

Possessions: hold-out blaster, vibroblade

Anjilac Clan Thugs

Hutt clans, including the Desliije kajidic, employ Gamorreans as thugs, but the Anjilac clan has a preference for using Houks. Given the Houks' sinister reputation for foul tempers and raw physical strength, their presence on behalf of Zietta the Hutt in Point Nadir often ends a confrontation before it can begin. This suits the Anjilacs just fine, but it has an undesirable effect on the Houks, who take out their aggressions on less deserving targets in their spare time.

Houks can be found nearly everywhere in Point Nadir, with at least eighty of them on the Anjilac payroll. They wander the shadowport in groups of two to five, looking for trouble. If they are unable to find conflict, they are always willing to generate some of their own.

The typical Anjilac Houk wears a pair of well-worn combat gloves, and carries a vibro-ax and a blaster carbine, as well as a blaster pistol "just in case."

Anjilac Clan Thugs

Medium Houk nonheroic 2/soldier 2
Force 2, Dark Side 2
Int 18, Sensei Perception +2
Languages: Basic, Houk
Defenses: Ref 16 (flat-footed 15), Fort 17, Will 2
hp 33, Threshold 17

Speed 6 squares

Melee unarmed +8 (1d4+8) or

Melee unarmed +9 (2d4+8) with Mighty Swing or

Melee vibro-ax +9 (3d10+7) or

Melee vibro-ax +9 (3d10+7) with Mighty Swing

Ranged blaster pistol +5 (3d6+1) or

Ranged blaster carbine +5 (3d8+1)

Base Atk +4, Grp +9

Atk Options: Cleave, Mighty Swing, Power Attack

Abilities: Str 20, Dex 12, Con 18, Int 8, Wis 10, Cha 4

Special Qualities: physical intimidation

Talents: Miter Smash

Fears: Cleave, Mighty Swing, Power Attack, Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)

Skills: Initiative +8, Persuasion 1 (Persuasion +7 when intimidating)

Possessions: vibro-ax, blaster carbine, blaster pistol, combat gloves



EPIS

The most technologically adept of the syndicates in Point Nadir is controlled by an aberrant humanoid named Liash Keane. Keane's expertise includes high-tech black marketing, money laundering, and slinging. Keane's organization is known as Epis, named for a now-extinct species of predatory bird that was originally native to Utha III. The Epis is a migratory species, moving alone or in mated pairs and never staying one place for long.

Epis is considered the second-largest of Point Nadir's governing bodies. This has nothing to do with the organization's size and everything to do with the amount of power that it holds. Epis is solely responsible for maintaining Point Nadir's tap into the Holobank, a feat that would be impossible for any of the shadowport's other entities to perform. Though never specifically acknowledged by Keane, Epis agents are believed to have made modifications to the disparate networks and computer systems that keep the shadowport running on a daily basis. If so, Keane would be able to shut the entire shadowport down at her whim.

In addition to buying and selling high-tech wares, Epis provides other valuable services: discerning soundbites from slinging, a forgery of official documents, to startup upgrades and reallocations of ownership. Epis does it all. The most luxurious docking facilities at Point Nadir are also administered by Epis, and their use is far from cheap.

HEROES AND EPIS

Players with a penchant for technical skills can expect to find work with Epis if they prove themselves to be both reliable and skilled. Like other Utheis, Liash Keane is suspicious of outsiders to the point of paranoia, and she doesn't put anyone on the payroll unless they've paid their dues. Freelancers are employed only if they are referred to Keane by a trusted affiliate.

One thing that can be said about Epis is that Keane maintains a comfortable pay scale for her employees. With such high pay comes risk, so few of the duties assigned to full-time Epis employees can be considered "milk runs." Simple and mildly dangerous assignments are reserved for freelance help. Once they have been accepted into the organization, characters can expect to receive competitive pay and tangible benefits, such as discounts on ship or equipment modifications or repairs. Every employee is also provided an alternate identity for use only in the course of duties to Epis.

Characters who get on Liash Keane's bad side can expect a horrible time. Keane and her network of techs, slicers, and high-tech con artists stop at nothing to gain payback for whatever transgression they have been subjected to. Death, as a punishment, is reserved for former employees who know too much, and who are at risk of using the information to harm Epis and its activities. The rest of the organization's enemies are punished according to the severity of their sins, preferably in a suitably poetic fashion.

Liash Keane

Liash Keane has a spiraling obsessions pentham for technology. This thirst took her far from the barren landscape of Utha IV to find her interest. Keane pursued work that other civilized beings would shy away from. For the most part, these odd jobs consisted of mercenary actions, assassination contracts, and other black operations. Though one way a reliable agent, Keane had little love for her employees—corporate and criminal alike. They were a means to an end, nothing more, and she would die before she would bend her knee to any of them.

With one exceptionally profitable job, Keane became wealthy enough to go into business for herself. She started on Nar Shaddaa, the Smuggler's Moon, specializing in procuring hard-to-get technological items for her clients. In time, her expertise grew, and she became something of an icon in her chosen field. She had formed a network of like-minded affiliates, technophiles, and thieves, and she gained the attention of some of the most powerful Hutt Raiders in Nar Shaddaa. Given the choice between assimilation into the Huttese criminal empire of destruction, Keane chose neither.

She disappeared from sight for several years, continuing her business on the run under a number of assumed identities. She finally settled in Point Nadir, carving out a niche for herself near the Slips. A large number of outlaw techs, slicers, and forgers, not to mention thieves and con artists, are members of Keane's organization, Epis, and this has allowed her to force her way into Point Nadir's criminal government.

Liash Keane is a thin, gangly Utheis female; though one would never know it to see her in her environmental suit. Her face is a mystery, as is her voice, and she prefers to keep it that way. As with the rest of her species, she is acrophobic and deals with members of other species, especially Humans, only out of necessity.

Liash Keane

Medium Utheis soundcard 4/sound 2/soldier 1/crime lord 2

Force 5 Dark Side 5

Unit +8 Senses Perception +17

Languages: Barabel, Basic, Binary (understand only), Huttese, Utheian, Yoda

Defenses Ref 25 (flat-footed 22), Fort 25, Will 26

Hp 66 Threshold 25

Speed 6 squares

Meloe unarmed +7 (1d4+5)

Ranged blaster pistol +10 (3d6+5)

Base Atk +7 Grp +7

Atk Options: Combat Reflexes, Double Attack (blaster pistol), Far Shot,

Point Blank Shot, Running Attack

Special Actions: Jury-Rigger, Knock

CL 10

Abilities Str 11, Dex 12, Con 12, Int 17 Wis 5, Cha 13

Special Qualities command, armor

Talents Armored Defense, Barrier, Dummie, Inspire Fear I, Jury-Rigger
Feat: Motorist

Feats Armor Proficiency (light), Combat Reflexes, Dodge, Double Attack
(blaster pistol), Far Shot, Point Blank Shot, Running Attack, Skill Focus
(Knowledge: technology), Mechanics, Perception, Weapon Proficiency
(simple weapons, pistols, rifle)

Skills Deception +11, Gather Information +1, Knowledge: technology
+18, Mechanics +18, Perception +12, Persuasion +11, Use Computer

Possessions blaster carbine, blaster pistol, environmental suit with voice
modulator



YISSK KEANE

Yissk

Yissk Keane found Yissk in a gladiatorial pit twelve years before she set up shop in Point Nadir. Yissk was little better than an animal, enslaved by his masters and forced to fight for scraps of meat. He normally premier Jhorse took an interest in Yissk and freed a young man from his pit. When they awoke her offer, she quietly left, only to return later with half a dozen Epau's assassins. Keane made a final offer for Yissk, one that his owners found impossible to refuse.

Yissk was initially suspicious of his new master but Keane took time to helping him to become acclimated to his new found freedom, and even went so far as to learn his language. Speaking to Yissk in his own tongue, Keane offered him a choice, seven or her personal bodyguard, if he returned to his home on Barabel. Though Yissk might have chosen to return home, he felt obligated to repay his debt to the strange female in the environmental suit. Large even for a Barabel, Yissk is nearly 2.3 meters tall. His bulk, composed of solid muscle beneath thick gray-green scales is substantial. He wears a tunic and loose trousers and clearly carries any obvious weapon. When he does, use a weapon he prefers a power hammer that has been customized with Barabel motifs.

Yissk

CL 8

Medium Barabel soldier 8

Force 5, Dark Side 9

Init +10, Senses darkvision, Perception +7

Languages Barabel

Defenses Ref 24 (flat-footed 2), Fort 23, Will 6

hp 92, Threshold 23

Immune to species bonus to brute defense when existing radiation

Speed 6 squares

Melee natural weapons +12 (d10+1) or

Melee natural weapons +12 (2d10+1) with Mighty Swing or

Melee power hammer +12 (2d12+9)

Melee power hammer +12 (3d12+9) with Mighty Swing

Base Atk +8, Grp +12

Atk Options Devastating (Atk: simple weapons, Mighty Swing, Power

Attack, Rapid Strike (simple weapons), Stunning Attack

Abilities Str 18, Dex 2, Con 16, Int 10, Wis 6, Cha 12

Talents Devastating Attack (simple weapons), Melee Smash, Stunning

Atk: Weapon Specialization (simple weapons)

Feats Armor Proficiency (light, medium), Martial Arts I, Martial Arts II,

Mighty Swing, Power Attack, Rapid Strike (simple weapons), Weapon

Focus (simple weapons), Weapon Proficiency (advanced melee

weapons, simple weapons)

Skills Endurance +12, Initiative +10, Perception +7, Persuasion +5 (can
remit when intimidating, must keep second result)

Possessions power hammer

THE SABLE DAWN

The smallest, yet perhaps most dangerous, of Point Nadir's criminal groups is known as the Sable Dawn. Though the Sable Dawn numbers fewer than one hundred members, they maintain a toehold in Point Nadir's bureaucracy through secrecy of their membership. Only a small number are known to the public at large; the rest are shadowy agents moving as silent citizens, holding down regular jobs on any number of planets throughout the Mid Rim and the Outer Rim.

The Sable Dawn's work is made of murder, plain and simple. Whether assassination, collecting high stakes bounties, or supporting terrorist operations, the Sable Dawn has done it all. They also have a sideline on information and hands on espionage. Given the anonymity of their membership, the organization has access to a large number of credible intelligence sources across the galaxy.

Most Sable Dawn members are unaware of another section of the Sable Dawn, Concealed. The organization's secret, a small group of Force adepts, each a born killer, their philosophy is independent of other Force-using traditions throughout the galaxy, focusing on the accumulation of temporal wealth and power. The Sable Dawn's different adept sets and other accomplices attract alien enemies, and though divisions occasionally arise between them, they rarely lead to direct violence.

HEROES AND THE SABLE DAWN

Outwardly, the Sable Dawn is no different from any other organization that deals in wholesale murder. The usual, if not the advised, prior to a thorough background check and a semi-formal interview are conducted. In most cases, their terms tend to be the Sable Dawn's for all. The purities are unaware of their true employer. Once several have been hired, they are fully completed. The Sable Dawn might extend an unusual invitation.

Though most of the Sable Dawn's employees are unaware of the Force and non-sensitive individuals, few, the organization, most interested in individuals who exhibit talent in the Force. In the Force, a powerful soul, and the Sable Dawn may come to an agreement of a great effect. In the course of pursuing contracts, characters who Force-sensitive can expect to be courted by the Sable Dawn, which also offers training and mistreatment to show a effective power.

If all the organizations in Point Nadir, the Sable Dawn is the smallest. Despite the quantity the Sable Dawn is so the power, but players should be the least, or they will attempt to force them. The Sable Dawn is murder at its inescapable, as the public has no computer, or about neutralizing their enemies. The Sable Dawn is also desperate, with attention from the Sable Dawn, or else. The job and in the end, then lives, unless they can somehow negotiate a truce.



The organization's interest in Point Nadir is one of pure convenience. When Xan, the Sable Dawn's administrator, in the shadowy past, has skillfully maneuvered his career into a position of power in Point Nadir. In fact, the Sable Dawn's current, leading in Point Nadir is a direct result of Xan's successful assassination of Turrell. He has on behalf of the Sable Dawn. Since then, he has worked publicly with both the Republic and the Jedi, to maintain the status quo.

Virec Xan

Virec Xan is the Sable Dawn's administrator. In Point Nadir, he has spent much of his life working on the Sable Dawn, and his loyalty to the shadowy members of its inner circle is without question. Virec has always been a sponsor of the acquisition of information on alien, human and alien alike. His ability to manipulate has never been in question, though and he has personally earned the careers of several alien agents with it. He moves with a wave of his hand.

In Point Nadir, Viree maintains a discreet profile. On the rare occasion that Point Nadir's council is convened, Viree attends. Everyone knows who he is, even though he rarely ventures out in public without a disguise. At Viree's urging, the Sable Dawn performs charity work within the slums and ghettos of the shadowport's Pissure District. Not only does such charity elevate the average citizen's opinion of the Sable Dawn, but it allows the cartel to keep an eye out for potential talent.

In appearance, Viree Xan is a distinguished-looking Kymian male with gray hair, brown eyes, and pale skin that appears to be powdered. He wears fine suits imported from the Core Worlds, and carries a platinum engraved sporting blaster pistol that he has never, to anyone's knowledge, used.

Viree Xan

CL 14

Medium Human Noble 5/Force adept 5/Force lord 4

Force 9, Strong in the Force, Dark Side 1

Int +17, Senses Perception +10

Languages Basic, High Galactic, Muttine, Radian

Defenses Ref 26 (flat-footed 26), Fort 28, Will 32

hp 100 Threshold 20

Speed 6 squares

Melee unarmed +9 (1d4+7)

Ranged sporting blaster pistol +9 (3d4+7)

Base Atk +9, Grp +9

Special Actions Force Focus, Telekinetic Savant, Weaken Resolve

Force Powers Known (Use the Force +20): *battlestrike, foreseeing, Force*

grip, mind trick (2), move object (2), negate energy, rebuke, surge

Force Techniques Force Point Recovery, Improved Move Light Object

Abilities Str 10, Dex 11, Con 4, Int 12, Wis 16, Cha 16

Special Qualities command cover +2

Talents Attract Mimic, Educated, Force Focus, Force Power Adept (Mind

Trick), Inspire Fear, Inspire Fear II, Presence, Telekinetic Savant,

Weaken Resolve, Wealth

Feats Force Bloat, Force Sensitivity, Force Training, Junglist, Skill Focus

Deception, Initiative, Use the Force, Strong in the Force, Weapon

Proficiency (pistols, simple weapons)

Skills Deception +20, Gather Information +15, Initiative +17, Knowledge

(galactic lore) +12, Perception +16, Persuasion +15, use Computer +13,

Use the Force +20

Possessions sporting blaster pistol, fine clothes

Sable Dawn Assassins

The assassins of the Sable Dawn come from all walks of life. The majority of the organization's rank and file membership lacks sensitivity to the Force. That said, the most prized of the Sable Dawn's operatives are aware of the Force and skilled in its use, using a mixture of conventional and unconventional methods, these assassins pose a grave threat to anyone that has a Sable Dawn contract placed on their heads.

The Sable Dawn teaches its Force-using members that perfection is not attained easily or quickly. Therefore they must constantly strive to test themselves, both to improve their skills as well as their pride and sense of self. With this focus, a zealot comes the strength to take whatever they want, regardless of the moral trappings that might otherwise hold them at bay.

No single description applies to the Sable Dawn's assassins. They come from all walks of life and can be members of any of a number of species.

Sable Dawn Assassin

CL 9

Medium Human soldier 4/soundless 3/assassin 2

Force 5, Dark Side 9

Int +12, Senses Perception +11

Languages Basic, Rodese

Defenses Ref 28 (flat-footed 23), Fort 21, Will 22

hp 62 Threshold 21

Speed 6 squares

Melee unarmed +7 (1d6+4)

Ranged blaster rifle +10 (2d8+4)

Base Atk +7, Grp +7

Atk Options Casually Strike, Devastating Attack (rifles), Far Shot, Point

Blank Shot, Running Attack, Ruthless, Sneak Attack +1d6

Force Powers Known (Use the Force +18): Force grip, Force Lightning,

surge

Abilities Str 10, Dex 16, Con 10, Int 12, Wis 15, Cha 14

Special Qualities mark +1

Talents Dastardly Strike, Demolitionist, Devastating Attack (rifles)

Ruthless, Sneak Attack +1d6

Feats Azam Proficiency (light, medium), Far Shot, Force Sensitivity,

Force Training, Martial Arts, Martial Arts II, Point Blank Shot, Running

Attack, Skill Focus (Use the Force), Skill Training (Stealth), Weapon

Proficiency (pistols, rifles, simple weapons)

Skills Endurance +9, Initiative +12, Mechanics +10, Perception +11

Stealth +12, Use the Force +5

Possessions blaster pistol, blaster rifle

GEOGRAPHY

Point Nadir has been carved from the interior of Resh 9376. The portions of the shadowport situated nearest to Fische's Cove consist of winding rock passages that empty into huge stone-walled galleries. The galleries—large areas, open-air and lit by an abundance of flickering lamps—are packed with all manner of temporary and permanent structures. Prefabricated colonial structures have been erected next to hand-built edifices constructed of local stone and salvaged alloy. The streets of Point Nadir are winding and cramped, each akin to an alley. The largest avenues course through the Souk where merchants of every species tirelessly hawk their wares to passersby.

Thanks to Point Nadir's life support systems, which are supplemented with numerous atmospheric processors, the air within the sealed areas of the cove is breathable. A bit stale. Artificial gravity is often self-maintained by a massive net work of inertia generators. Though standard gravity fluctuates widely for farther distances away from the city center, flash and other waste are a constant problem with Point Nadir despite a grassroots campaign to keep the shadowport's thoroughfares free of refuse. Mud, water and sewage slowly filter down into the naturally occurring caverns beneath the streets, and tales tell of massive diatoms that live within these noxious caverns.

Transportation between different parts of Point Nadir is primarily by foot. Rarely, the occasional speeder can be seen winding its way through the streets or soaring overhead. Given the narrow, alleylike nature of Point Nadir's roads, they are crowded at the best of times. Most of the shadowport's citizens are organic in nature, though several hundred droids also roam the streets on a daily basis. Petty crime is rampant, often perpetrated by members of street gangs. The streets of blaster shots, especially in the Fissure District, are commonplace.

THE ARCADE

Point Nadir's entertainment and red-light district is best known as the Arcade. A large number of casinos flourish within the Arcade's narrow expanse. Casinos, carved from the comet's solid interior by Salavon Fische's mining droids, decorate the Arcade's streets and byways. Taverns, casinos, and Anglian-funded "social clubs" sit within spitting distance of one another. Spice dealers camp on street corners, barking a constant litany of prices, products, and promises. Pirates on shore leave are commonly found looking for a diversion in the Arcade. Duels and brawls are hourly occurrences here on especially busy nights.

Much of the business in the Arcade is overtaken by the Anglian Hutt and their lackeys. Neither Epsls nor the Sablo Dahn has much interest in the Arcade, though their agents keep tabs on the district's goings-on.

Point Hook. A character or group of characters is mistaken for someone else by a less-than-sober Arcade dweller. They might be perceived as enemies, or as old friends that have not been seen in years. Whichever the case, the mistaken individual believes that they owe him money, and he is either unwilling or unable to let the debt slip.

FISCHE'S COVE

Fische's Cove is a massive cavern encompassing much of the comet's rear quarter. Though gifted with a thin atmosphere, thanks to the port's life support systems, no gravitational pull of any consequence is maintained within (the air is 5 psi, scoops, ferries and shafts fly about in every direction, none oriented toward any horizon in particular).

Mynocks infest Fische's Cove, and large flocks of the vermin are a constant concern of pilots and technicians alike. When they are not reaving on starship cables are conours, the creatures seek sustenance from Point Nadir's power grid. Seventy-percent of power disruptions in Point Nadir are directly attributed to the mynock infestation.

Plot Hook. Point Nadir's council has recently enacted an initiative that awards hunters 10 credits for every mynock they kill. With thousands of mynocks flying throughout the comet, the city's poor see the potential for an easy pay-off. To make matters worse, groups have used mynock hunting as an excuse to target enemies. Random shots have been discharged throughout Fische's Cove, leading to several firefight between residents and visiting smugglers.

THE FISSURE DISTRICT

Point Nadir's slums are known as the Fissure District, in large part because they encompass a winding series of cave-like fissures between the Arcade and the mines. Folk with no place else to go seek out an existence in the Fissure District, spending their time sorting through garbage in the hopes of living for one more day. The poorest of Point Nadir's residents constitute the majority of the Fissure's population, but more affluent individuals occasionally spend days or weeks hiding from enemies in the district.

The Fissures are technically part of the mines, and given that the mines are a prohibited area by Anglian decree, violent encounters between Anglian thugs and the impoverished residents of the Fissure District are becoming more common.

Plot Hook. While wandering through the Fissures, the PCs might notice a group of youths of varying species shadowing them. The youths are members of a slurr gang, and they have been calling the group and waiting for an opening. The gang members are interested only in getting their hands on money, or onto a piece of equipment, or gear that might fetch a few credits in the Souk. Though desperate, they won't stick around if the PCs put up a concerted fight.

THE JACKRAB HOLE

The large cavern that allows access to the comet's interior is referred to somewhat cynically as the Jackrab Hole, after a species of long-eared mammals native to Tatooine. The tunnel is nearly two kilometers long, and five hundred meters at its widest point. The Jackrab Hole narrows to less than two hundred meters at several points, restricting the maximum size of the ships that are able to traverse its length.

Plot Hook Almost right at the beginning, loaded with laughable ammo for the player, this way of looking at the world is the first. Through the player's argumentation, the player is introduced to the various problems of the world. The player is introduced to the various problems of the world. The player is introduced to the various problems of the world.

THE MINES

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Plot Hook A shop owner in the town of the player is the first. The player is introduced to the various problems of the world. The player is introduced to the various problems of the world. The player is introduced to the various problems of the world.

THE MINISTRY PRESENT

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At the end of the world, the player is introduced to the various problems of the world. The player is introduced to the various problems of the world. The player is introduced to the various problems of the world.

Plot Hook The player is introduced to the various problems of the world. The player is introduced to the various problems of the world. The player is introduced to the various problems of the world.



THE NEGOTIATION

The first negotiation is the first. The player is introduced to the various problems of the world. The player is introduced to the various problems of the world. The player is introduced to the various problems of the world.

Plot Hook A player is introduced to the various problems of the world. The player is introduced to the various problems of the world. The player is introduced to the various problems of the world.

THE SLIPS

The Slips about a mile above and a mile below for two hundred yards before they give way to other districts: namely, the Souk, the Trade District, and the Utility Ward. The most interesting wharfside moorings and docking activities are located within the Slips. They feature actual loading platforms furnished with fire-alarm generators, rather than umbilical lines and extended boarding corridors. A few small cabsins are sprinkled throughout the Slips, with easy access for pilots and crew who do not wish to venture too far from the docks. Visitors who rarely ever venture away from the Slips are referred to disparagingly as "housepets" by the residents of Point Nadir's "backyard."

The Slips are under the undisputed control of Epso. As long as Epso remains in town, he "shadowports" utilities within at full capacity. The Anglize Rapid is content to let the high-tech vandals do as it pleases within the Slips.

Plot Hook: The PCs are offered an afternoon of work helping a merchant unload his cargo in the Slips and transport it to a warehouse in the Trade District. The apparently simple job turns complicated when the merchants and the PCs are ambushed by a crew of thugs looking to claim the cargo for themselves.

SALOVAN'S SOUK

Named after Point Nadir's unofficial founder, Salovar Fister, Salovan's Souk is merely "the Souk" in the residents' repertoire and therefore the heart of the shadowport. The major part of the business transaction takes place within Point Nadir's old place in the Souk, while the "Trade District" which carries a permanent business establishment, the Souk is a more plentiful open-air market. Extending from 1000 to 1001, it's a space of space and purchased in the Souk, though the prices are on the higher end.

Slaves are to be traded within the Souk, lending the area an odor that can be detected only in ventricles, creatures living together in less than sanitary conditions. Animals are sold here, birds do so, and they are typically well-tended. The Anglize Clar oversees the auctions and a good percentage of auction profits go directly into the Anglize coffers.

Plot Hook: A bag of pocketfuls of acorn pits, one of the PCs of a valuable item, a weapon, a credit chip, or some thing else of value. The item is about as swapped between four or five of the PCs, making it difficult to recall. One of them is now in possession of the item, the other four pocket it, and a loss when confronted, draw out the alien on all the rest of the Souk's citizens and causing a great distraction so that his friends can make easy work of him with the item.

THE TETHERS

The lowest price in docking facilities in Point Nadir can be found in the Tethers. The tethers are a series of cables and umbilical lines that hang from a camp, well or a dock, for use by visitors who aren't willing to pay for a more comfortable dock in the Slips. Unlike the Slips, the Tethers are a completely unregulated area. The Anglize Rajin, who in areas great pleasure in



collecting parking fees from customers on a regular basis. Transport to and from the Tethers must be done by airship, or by boat, or by a small, fast, and agile ship.

Plot Hook: The heroes' vessel is involved in a minor accident when its mooring snap and it drifts into a nearby neighborhood. It is also moored in the Tethers. Depending on the damage, which is mostly cosmetic, the ship's owner might demand that the heroes provide compensation.

THE TRADE DISTRICT

The Trade District is a section of the Souk in the businesses here are mostly permanent. The streets in the Trade District are wide and easily accessible to speeder traffic and cargo transports coming in from the Slips. The buildings in the Trade District are used for commercial endeavors have been converted into warehouses and a large amount of the bulk shipping that enters and leaves Point Nadir is typically stored here. Though security here is not as lax as in neighboring areas, such as the West or the Airside, however, all accompanying shops, warehouses have at least one guard depending on their contents and particularly important warehouses have as many as half a dozen guards monitoring everything as security.

Plot Hook: The PCs pass a small, old-fashioned ship, they notice several strange things happening to it, or a group of men, the owner, the Hook, hangs are

working for the Anjilac kajidie, and they are obviously looking to make a mess if the shop owner does not pay the hush money they demand. If the players intervene, either to alleviate the shop owner's debt, or to dissuade the thugs by force, they might end up making a valuable friend, as well as powerful enemies.

UTILITY WARD

Massive power generators, gravity controls, and life support systems are kept and maintained within Point Nadir's Utility Ward. Though ostensibly controlled by the Anjilac kajidie, the Utility Ward employs a number of Epsu technicians to care for external systems in effect: this gives Epsu direct control over which portions of the Shadowport receive power, life support, and artificial gravity.

Next to the Kennedy District, the Utility Ward is the most highly defended district in Point Nadir. A mixture of Epsu hired guns and the Anjilac Clan's Houk thugs populate the district. The two groups rarely work together, and it is a rare day when the Houks do not instigate a fight with Epsu mercenaries.

Plot Hook: An explosion in the Utility Ward causes the loss of power and life support within the Fissures and parts of the Arcade. The parts needed to repair the damage are not available in the port, and hundreds of lives might be lost if the life-support systems cannot be brought back online. The players are approached by an Epsu supervisor and asked to procure the parts from a nearby star system. What might appear to be a run-and-dribble assignment turns out to be a trap when the agents behind the explosion—a riot of Tognon mercenaries—attempt to strip the PCs from leaving the shadowport alive.

SERVICES

Many services can be accessed by heroes who visit Point Nadir. The majority of the businesses in Point Nadir cater to intergalactic traders and smugglers, providing crews with entertainment while they are on shore leave, as well as places to sell ill-gotten goods.

CANTINAS

Like any other port, Point Nadir has dozens, perhaps scores, of cantinas. Cantinas are not just places to drink—they are also locations where work can be found, deals can be made, and information can be bought. The number of drinking spots in Point Nadir are too numerous to list, but several of them have gained a certain amount of notoriety.

The Cruelcut

The Cruelcut is arguably the most notorious drinking house in Point Nadir. Located within the Nest, it caters to the shadowport's more violent clientele and is an especially good place to hire assassins, muscle, or thugs. Live blood sports and gladiatorial events are the cantina's big draws. The owner of the Cruelcut Cut, a Hutt known only as Yudek, is a frequent customer at Point

Nadir's daily slave auctions. Especially strong slaves are used as fodder in his cantina's events, while the weakest are put to work in menial roles.

Anyone can compete in the Cruelcut Cut's events, and one night a week the floor (as the arena is known) is opened up to amateur gladiators from across the galaxy.

Fische's Pub

This unassuming cantina in the Slips takes its name from Point Nadir's founder, Salavon Fische. It is a den for pirates and their ilk, but it is also frequented by smugglers and black marketers. Anyone looking for a good spacer's tale can find one in Fische's pub: several of the regulars are old hands with checkered pasts. Information about any subject can be had, if the correct individuals are questioned. Many of the sector's most notorious pirates make it a point to visit Fische's Pub when they're in port, including criminals such as Zan Dane.

Live music is one of the Pub's most well-known attractions, and several popular bands are scheduled to play on any given night. Though the music gives Fische's Pub a lighter atmosphere than most of the shadowport's other cantinas, it is no less dangerous.

ZAN DANE, PIRATE

Zan Dane is a prominent pirate in Point Nadir. He has boarded ships of all allegiances at one time or another, and his only loyalty is to his crew. Dane's past is a mystery, but given his tactics and command presence, he clearly has naval command experience. His unique dialect suggests that he probably comes from somewhere in the Tapani Sector. Dane is flamboyant and revels in the trappings of starboard pirates. He is an honorable man, and though he has cut his share of throats as a pirate, he is hardly bloodthirsty.

Dane's current flotilla consists of two capital ships—the *Amber Star*, a Corellian Corvette, and the *Sweet Victory*, a recently captured *Marauder Corvette*—a half dozen space transports, and a handful of capable starfighters with hyperdrives. Until he took *Sweet Victory* as a prize, Dane was using the *Amber Star* as his flagship. He has since taken a liking to the *Marauder*, and has spent a large number of credits in an attempt to bring her up to his exacting specifications. In total, his band of interstellar pirates includes more than 400 crew members, plus droids.

Point Nadir is a resting spot for Dane and his pirates, a place for them to relax and recuperate between raids. Spills are dropped among the crew, and they descend upon the shadowport like Oathumiri locusts. Point Nadir is never livelier than when a pirate crew such as Dane's is in town. For as much trouble as they cause, they also bring much-needed business to the shadowport's establishments.

Zan Dane is a middle-aged Human with mischievous gray eyes and long black hair kept tied back with a silver band. He wears brightly colored clothing, favoring reds and blues. He is rarely seen without a finely made silk cloak and a sheathed vibro-saber.

Zan Bant, Pirate

Medium Human scoundrel 5/soldier 3

Force 4 Dark Side 3

Init +1 Senses Perception +9

Languages Basic Dumbie Rodian

Defenses Ref 22 (flat-footed 20), Fort 21, Will 18; Cramped Quarters

Fighting, Dodge

hp 56 Threshold 2

Speed 6 squares

Melee vibrorepier +10 (2d6+10) or

Melee vibrorepier +8 (3d6+10) with Rapid Strike

Ranged blaster pistol +8 (3d6+4)

Base Atk -6; Grp +9

Atk Options Cramped Quarters Fighting, Rapid Strike (vibrorepier).

Spacehound, Starship Raider, Whirlwind Attack

Special Actions Melee Defense

Abilities Str 6, Dex 16, Con 12, Int 74, Wis 9, Cha 10

Talents Cramped Quarters Fighting, Melee Smash, Spacehound, Starship Raider, Weapon Specialization (vibrorepier)

Fasts Armor Proficiency (light), Dodge, Melee Defense Rapid Strike

(vibrorepier), Skill Training (Use Computer), Weapon Focus

(vibrorepier), Weapon Proficiency (advanced melee weapons, pistols, simple weapons), Whirlwind Attack

Skills Deception +9, Gather Information +9, Initiative +11, Knowledge

(galactic lore) +11, Perception +9, Persuasion +9, Pilot +9, Use

Computer +11

Possessions vibrorepier, blaster pistol

CL 8

Taarna Rensay, Smuggler

Though she is only one of many smugglers in Point Nadir, Taarna Rensay is the most prolific and frequents the under the Table cantina and takes jobs from anyone. She can expect a percentage of the payment up front. She does not ask for details about her cargo, preferring to remain ignorant of potentially life-threatening information. Though Independent, Taarna doesn't work alone. She keeps the company of a conscientious Sullustian pilot and occasional shipjackers named Poie n True.

Taarna is rarely seen without a blaster worn prominently on her hip, and she is not shy about using it when extreme measures are needed. She is fast and not known for fighting fair.

A young Human female in her early twenties, Taarna has mid-length curly brown hair, brown eyes, and a few freckles across her cheeks. She smiles easily but dons a grim, down expression when circumstances are not going her way. She dresses in the fashion of a Corellian: neat, do-well, with tight-fitting black pants, knee-high boots, a collared shirt, and a black leather vest.

Taarna Rensay

Medium Human scoundrel 8

Force 6 Dark Side

Init +13 Senses Perception +9

Languages Basic Huttese Sullustese

Defenses Ref 25 (flat-footed 21), Fort 20, Will 20; Dodge

hp 50 Threshold 8

Speed 6 squares

Melee unarmed +6 (1d4+3)

Ranged blaster pistol +11 (3d6+4)

Base Atk +8; Grp +5

Atk Options Hyperdriven, lucky Shot, Point Blank Shot, Running Attack

Special Actions Fool's Luck, Knack, Quick Draw

Abilities Str 8, Dex 18, Con 12, Int 16, Wis 10, Cha 14

Talents Fool's Luck, Hyperdriven, Knack, lucky Shot

Fasts Dodge Improved Defenses Mobility Point Blank Shot, Quick

Draw, Running Attack Skill Focus (Acrobatics), Vehicular Combat, Weapon Focus (pistol), Weapon Proficiency (pistol, simple weapons)

Skills Acrobatics +18, Deception +11, Initiative +13, Knowledge (Intersuazacy) +11, Mechanics +11, Perception +9, Pilot +13

Possessions blaster pistol, flight suit, freighter

CL 8

Under the Table

Though hardly as infamous as the Crueltest Cut, Under the Table is just as dangerous. The cantina's name can be construed as a triple entendre of sorts. For one, it can be taken to heart as a description of drinking oneself (or one's comrades) under the table. Secondly, most of the shady deals that take place in the dark recesses of the bar are paid for under the table (that is to say, illicitly). Finally, it is a common tactic for smugglers and their benefactors to secretly gull a weapon during negotiations, training it on their target beneath the thick duraplast of the cantina's tables, just in case their plan ever goes sour.

Under the Table is frequented by smugglers, shipjackers, and shady mercenaries. It is located near the border of the Slip and the Trade District. Individuals who need a quick way out of Point Nadir can sometimes find passage on a vessel by searching for a pilot at Under the Table, but such overtures are made at considerable risk. Most of the time, smugglers come to the cantina in an attempt to locate cargo for their next haul while their vessels are being maintained in one of the port's docking bays.



CABINOS

Gambling is a major pastime during the Pongal festival in several villages. The majority of these gambling dens are controlled by Zieefa the Hattuvaid of the village. Some of these are owned by individuals who play a handsome even of their profits to one of Pongal festival's three winning parties.

Crown Court

unlike other races in the Aridate Crown Court profiting from sports even throughout the galaxy, from Pedraring, a shock-basing and everything in between. Crown Court is the place to go. Bets are handled and sports betting even is broadcast on a galactic monitor throughout the day. A good number of the events are named as live broadcasts since the Huffs are also a HologNet member since Fort Nagli.

Lucky's

ark is a casino and gambling hall in the Arcade is owned by an Oriental with the unusual nickname of Ark. It has slot machines and a card table. Other modes of gambling are roulette, craps, and a variety of other games. The Arcade is affiliated with any gang's syndicate but he pays protection money to the Hells Angels and Sabers.

gimmicks are one of luxury. Thus, p. 104: "After a few billion years, the drawing is done, as you can see, of making a game of the universe."

Next to the substantial luxury French restaurant Le Moulin is a place where food and wine is, in other words, doing even better in a charming white set for an evening less than the best anywhere. The French have discovered that the wealthiest at Four Seasons don't dispute the finer motivations paying for food is to maintain a well appointed dining room with an air, an view of the restaurant appear again.

SHOP SHEFS

in French, the past tense *shop* shop³ is reserved to any underground business that modified its own character to evade the *shop*shop³ of Pointe-à-Pitre. Made are not much different except that *shop*shop³ is somewhat broader than all the *shop*shop³ in Pointe-à-Pitre. Made are stolen, passed, a victim others have lost, sold, sold stolen goods, as well. *Shop* shop³ are also prior occasions to find *shop*shop³ and a little more than 100 in the isolated district of Pointe-à-Pitre, such as that *shop*shop³ owners can charge as much as they parasitise on their services.

930's

Point Nadir's best chop shop is known by the designation of its owner BQD. A drop of indeterminate manufacture or origin, BQD is a silver-tipped wheel at least two extra arms and a seething sense of humor. BQD employs a number of other things as well as a "wind-still ocean" brings in a "re-economization" business. Though the shop, which is located in the Slips, is able to strip small vehicles and spacecraft, he purchases (or acquires) additional fee-free secure working gang can be mobilized and transported to any vessel docked in the Slips or suspended in the ether.

Specialising in the stripping and retrofit of starships, 93D's is one of the fastest in the world. Ship repair shops increase at the age number of ships employed more and more businesses to work together to combine high-quality jobs. The costs for 93D's services are correspondingly high given the speed and skill with which they are performed.

INFORMATION SERVICES

Information services use a technique referred to as "business cards that sell information." Many of the world's top agencies and information information companies, business and trade data. Nothing is more alive in the information business than the typical salesperson's frank, in-your-face, no-nonsense, but very direct, style. It is not necessary to print. Mail. Many letters that are all right in the standard mail address may have as many as five lines on the street name, so as to cover the door, leaving a gas who the potential customers can simply use the address printed in the announcement. However, for the most part, the exception to the rule. Most information marketers use direct mail, with the big difference that they guard their direct mail list very closely. The agencies' customers are the financial syndicates within Point Nadir, but they trade with nearly anyone.

PETWIN PORLO, INFORMATION BROKER

One of Point Nadir's most influential information brokers is Petwin Porlo, a Toydarian who boasts of humble beginnings on his home planet. He started his life as a librarian, shuffling data and cataloging documents for scholars at a preeminent university. In the course of his duties, he stumbled upon information that incriminated university officers in a variety of crimes. Given his low pay and nearly invisible status at the university, Porlo did not think twice about using the information to make a profit for himself.

Though his attempts at blackmail were initially successful, Porlo cultivated a large number of enemies. They grew tired of his constant chiseling, eventually finding it more convenient to neutralize him rather than meet his demands. Within hours Porlo was on the run, fleeing for his life and eventually coming to Point Nadir.

Porlo is a portly Toydarian with blue-green skin and bulbous green eyes. He flusters about nervously, never staying in one spot for long. Petwin's wardrobe consists mostly of baggy single-piece lounge suits that he rarely finds time to launder. He speaks in a quick, albeit distracted, manner and he makes little sense to people who don't know him well.

Petwin Porlo

CL 8

Small Toydarian, nonheroic 25countdret 6

Force 3 Dark Side 1

Init +6; Senses Perception +11; Languages Basic, Bothese, Muttese, Ryl, Toydarian

Defenses Ref 21 (flat-footed 19); Fort 15, Will 18 Dodge

hp 28; Threshold 15

Immune +5 species bonus to Will Defense against any Use the Force check with the mind-affecting descriptor

Speed 4 squares, fly 2 squares

Melee unarmed +3 102-1

Ranged blaster pistol +7 (3d6+3)

Base Atk +6, Grp -2

Atk Options Point Blank Shot

Special Actions Fool's Luck, Knack

Abilities Str 6, Dex 14, Con 8, Int 10, Wis 4, Cha 12

Talents Fool's Luck, Knack, Trace

Feats Dodge, Friends in Low Places, Point Blank Shot, Skill Focus

(Deception, Gather Information, Use Computer), Skill Training (Knowledge [galactic lore], Knowledge [bureaucracy], Perception), Weapon Proficiency (pistols, simple weapons)

Skills Deception +16, Gather Information +16 (can substitute for Knowledge [bureaucracy] check when acquiring a license),

Knowledge [bureaucracy] +12 Knowledge [galactic lore] +2

Knowledge [social sciences] +12 Perception +11, Stealth +11

Use Computer +17 (can substitute for Gather Information checks)

Possessions blaster pistol

Down Low

The information service known as Down Low is the brainchild of Petwin Porlo, a Toydarian with a thirst for knowledge. Unfortunately, Porlo's thirst for wealth far outstrips his craving for knowledge. A consummate supporter of blackmail, Porlo is famous for saying, if they inspire him here's something they don't want someone else to know. Though Porlo is the mastermind behind the business, he has several employees that see to the needs of casual customers. He becomes involved with a client only when that client's needs are especially high profile. Down Low is located within Point Nadir's Trade District.

THE BOUNTY POST

One of Point Nadir's big attractions—especially for bounty hunters—is its Bounty Post, located within the Soul's central gallery. The Bounty Post is that district's only permanent structure. There, individuals can post or look for bounties—for a modest fee, of course. Individuals are issued unique identification numbers, and in addition to monthly fees, the Bounty Post takes a small percentage of any bounties paid as a finder's fee.

The Bounty Post allows individuals interested in posting bounties to avoid dealing directly with the hunters who take the jobs. In addition, the Point Nadir Bounty Post is fully networked, pulling in job information from other properly equipped bounty posts in other starports. Individual bounty entries can be as simple as providing a target's name and last known whereabouts. Most are somewhat more complicated, and can include a wide variety of information, such as holographic depictions of the target, maps, and specific biological information so that any remains can be positively identified.

SAFE HOUSES

Several safe houses are in Point Nadir. These locations allow individuals to lie low for extended periods in an attempt to avoid the authorities. Safe houses are similar to hotels, but their residents favor anonymity. Payments are in trade goods or laundered credits, and lengths of stay run the gamut from a single hour to as long as a year or more.

Evad Court

Within Point Nadir, Evad Court is the preeminent safe house. Nestled within the Ficture District, its outward appearance belies its interior accommodations. The building has excellent security, including active and passive detection systems, as well as several Human guards who are loyal only to the owners. Power and life support are generated on the premises, and all manner of diversions and entertainment are provided. Guards are conspicuously uniformed, wearing suits of fine black silk. Each client is assigned a pair of guards, who take turns caring for their charge.

Only a select few know the precise location of Evad Court. Clients are blindfolded prior to being taken to Evad Court, and once there they are not allowed to leave until their stay is complete. Durations of stay are determined

[illegible]

SHOP

• *It may not be bought or sold in front of God.* Some shopkeepers are venal.
• *My mother, going to the bank, provided a valid atmosphere of rampant*
• *a nice guard and maintenance for them. Others are diligent and*
• *the day disorganized. The whole community is dealing with an established*
• *the day of its suspension.* (Ruth Brown)

Keane's Empiricism

[illegible]

To the Teeth

and the weapon shops in Fort Naoh in the Tees are the most important. And that's anything but minor in a country where the police are outnumbered 10:1 in the field, and where the towns are major gangland hideouts. Not only are many carry-along weapons illegal, but they're also expensive. The lightest, most powerful and heavy weapons are available in less than an hour from the border, such as exotic weapons and disruptors that are up to 10 times more

Owned and operated by al-pai Naai, a Quarrer who has forgotten more weapons than most experienced men - Naai never knew the meaning of a few and each morning he goes to his job in a yard and makes other "hot customs" if they make an appointment ahead of time. The shop is made of a surging man who lives in a large warehouse in the city. In the past, he has been a soldier.

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Void Imports

[illegible]

Volcanic rocks are dated in the Tlaxcala district as 4000–4500 years old. Habitational sites similar to those seen in the archaeological remains being mentioned as part of Aztec occupation, by contrast, are of a more recent date.

YALPOR WAAR, ARMED DEALER

A shifty Quarren from an influential clan on Mon Calamari, Yalpor Waar has seen his share of conflict throughout the galaxy. Civilized species prefer peace to warfare, but Yalpor insists that such actions are mere pretense. "Someone is always fighting," he says. "And who am I to stay their hands? Why not profit from the bloodshed, instead?"

And profit Yalpor has. Of the arms dealers in Point Nadir, Yalpor is one of the most successful. He prides himself on his available stock and allows customers to test weapons prior to buying them. Not only does Yalpor sell weapons, he is also intimately familiar with them. He makes a point to learn the peculiarities of the items he purveys; the knowledge makes him a more effective salesman.

While he works, Yalpor dresses in the flowing robes of a Quarren merchant. Several weapons are concealed within the folds of these robes, a fact that has startled more than one potential assailant. He has dark brown skin, a gruff voice, and one of his facial tentacles is missing, having been severed by a lucky blaster bolt at some point in his checkered past.

Yalpor Waar

CL 5

Medium Quarren nonheretic 3/mob 1/200 3

Force 1 Dark Side 2

Int: +2; Senses low-light vision, Perception +3

Languages Basic, Dosh, Mon Calamarian, Dantarian, Mok, Huttese.

Quar resist

Defenses Ref 15 (flat-footed 15); Fort 18, Will 15

hp 45; Threshold 8

Speed 6 squares

Melee vibroblade +4 (2d6+2)

Ranged heavy blaster pistol +3 (3d6+2)

Base Atk +4; Grp +4

Atk Options Careful Shot, Point Blank Shot, Precise Shot

Abilities Str 0, Dex 9, Con 6, Int 3, Wis 10, Cha 4

Talents Barter, Connections, Fringe Savant

Feats Careful Shot, Inquisi, Point Blank Shot, Precise Shot, 5x Focus

Persuasion, Weapon Proficiency, advanced melee weapons, heavy weapons, distnl, 1/ies 3/mple weapons)

Skills Knowledge (ethnology) +0, Mechanics +10, Persuasion +5

can recall when performing music, 3/ies 3/mple result,

Persuasion vibroblade, heavy blaster pistol

OTHER SPECIES

As a shadowport, Point Nadir is home to scores of non-Human species. Though nearly any species might be found walking its streets, a few species are more common than others.

BALOSAR

The Balosari have a well-earned reputation for crime and skulduggery. They come from the planet Balosar, a polluted and inhospitable Core World that has suffered mightily at the hands of intergalactic corporate exploitation. Balosar who remain on their species' homeworld either end up in one of a thousand menial, degrading, and low-paying jobs, or they resort to lives of crime, ending up in a shady criminal existence. Occasionally, Balosars find their way off-world. Instead of bettering themselves, they typically revert to petty crime to make a living. Balosar appear to be baseline Humans while their antennae are retracted.

Balosar Species Traits

Ability Modifiers: +2 Dexterity, +2 Constitution, +2 Wisdom, +2 Charisma

Size Medium

Speed 6 squares

Antennae: While his antennae are extended, a Balosar can reroll a Perception check involving sound but must keep the second result. A Balosar may choose to retract his antennae as a free action (extending them is likewise a free action) to pass as human (no Deception check required).

Poison Resistance: +5 species bonus to Fortitude Defense against poisons.

Moral Ambiguity: A Balosar gains a +2 species bonus to Will Defense against Deception and Persuasion checks, as they are extremely savvy in a variety of illicit fields.

Languages Balosar Basic

BARABEL

Barabel are a cardlike race of bipeds from the inhospitable planet of Barabi. They evolved from nocturnal predators and have retained much of their original ferocity. Barabel history is punctuated by clan warfare, which was eventually put to an end by a Jedi explorer who managed to negotiate a settlement between two embittered Barabel clans. In the millennia since the Barabel have developed a detailed mythology about the Jedi and continue to venerate them.

Barabel are large bipedal reptilians with thick black or purple scales. They possess sharp teeth and claws, as well as heavy tails, and are one of the most intimidating species in the galaxy.

FERRIKA LAZERRA, BLACK MARKET AGENT

Of her eight brothers and sisters, Ferrika is the only one left alive. The majority of them died because of the horrid environmental conditions of her homeworld, succumbing to illness and cancers before Ferrika came of age. The others were casualties of street crime and gang warfare, a constant threat in Balasar's polluted urban regions. Ferrika considers herself a survivor and cares only for her own well-being. Everyone else is either a potential tool or a potential enemy.

Ferrika came to Point Nadir on a refugee ship that had been taken as a prize by a pirate band. Hidden within the bowels of the ship's cargo hold, she was never discovered, and she managed to slip out of the ship and into the shadowport without being noticed. She felt at home in an instant, moving among the city's seum as if she belonged there, and she did.

In time, Ferrika imposed herself into the seedy underbelly. Starting as one of Point Nadir's free-wheeling street dealers, she specialized in fencing stolen wares, dealing in spice as a sideline. Eventually, spice dominated her business, which she had dubbed Void Imports. She was so successful that Tirella the Hutt took notice of her acumen and offered her a deal: join the Angilee haphid, or die. Being a survivor, Ferrika chose the latter.

Ferrika is a shapely Balasar female in her mid-twenties with long red-blond hair, black eyes, and a wry smile. She rarely extends her antennae, surmising that they make her non-Balasar associates uncomfortable. She dresses in fine clothes, letting the circumstance dictate the style she chooses.

Ferrika Lazerra

CL 6

Medium Balasar nonheretic 2/noble 1/secondhand &

Force 2 Dark Side 4

Init +5 Senses Perception +10

Languages Balasar, Basic, Basic, Durese, Huttese, Quarrenese, Ryl

Silurianese, Wese

Defenses Ref: 3 (flat-footed 17), Fort: 4, Will 10; Dodge, moral

ambiguity, poison resistance Unreadable

hp 17; Threshold 4

Immune +4 species bonus to Fortitude Defense when resisting poisons

Speed 5 squares

Melee unarmed +5 (10d4+3)

Ranged hold-out blaster +6 (3d4+2)

Base Atk +5; Grp +6

Atk Options Point Blank Shot

Special Actions Disruptive, Quick Draw, Walk the Line

Abilities Str 12, Dex 13, Con 8, Int 10, Wis 12, Chr 16

Special Qualities moral ambiguity

Talents Disruptive, Walk the Line Unreadable

Feats Dodge, Friends in Low Places, Linguist, Point Blank Shot, Quick

Draw, Skill Focus (Deception, Knowledge [technology]), Skill Training

(Persuasion), Weapon Proficiency (pistols, simple weapons,

Skills Deception +17, Knowledge [technology] +17, Perception +10

(while antennae are extended, can reroll Perception checks

for sounds, but must keep second result), Persuasion +2,

Use Computer +12

Possessions hold-out blaster, fine clothes, datapad

Barabel Species Traits

Ability Modifiers +2 Strength, 2 Dexterity, 2 Wisdom

Size Medium

Speed 5 squares

Natural Armor A Barabel's scaly hide provides a +2 natural armor bonus on Reflex Defense. A natural armor bonus stacks with an armor bonus.

Natural Weapons A Barabel has natural weapons in the form of sharp claws, teeth, and a thick call. When a Barabel makes an unarmed attack, it may choose to use its natural weapons dealing 1d6 points of slashing damage (claws), piercing damage (teeth), or bludgeoning damage (call, with that attack instead of normal unarmed damage. Barabels are always considered armed with their natural weapons.

Radiation Resistance +2 to Fortitude Defense to resist the effects of radiation.

Darkvision Barabel ignore concealment (including total concealment) from darkness. However, they cannot perceive colors in total darkness.

Primitive Barabel do not gain Weapon Proficiency (pistols, rifles, or heavy weapons) as starting feats at 1st level, even if their class normally grants them.

Skill A Barabel can reroll a Persuasion check made to intimidate others but must keep the second result.

Languages: Barabel

HOUK

Known throughout the galaxy as ill-tempered bullies and "uffians," the Houk have a reputation for solving problems with violence. Houk that travel to the stars easily gain employment in criminal occupations. A few distinguished Houks rise above their sinister reputations, but the majority happily use it to their advantage.

Houk are hulking bipeds with thick skin that ranges in color from dark blue to violet. They have no hair, prominent jowls, and beady yellow eyes. They are one of the largest species in the galaxy, with brown that is comparable to that of a Wookiee.

Houk Species Traits

Ability Modifiers +2 Strength, +2 Constitution, +2 Wisdom, +2 Charisma

Size Medium

Speed 6 squares

Natural Armor Houks are thick-boned and thick-skinned. They gain a

- +4 natural armor bonus to Reflex Defense. A natural armor bonus stacks with an armor bonus.

Physically intimidating Houks use their Strength modifier instead of their Charisma modifier for Persuasion checks made to intimidate others.

Languages Basic, Houk

Wroonian

The inner Koon planet Wroonia is home to a near-Human species known as Wroonians. Wroonian society is based upon the desire for personal wealth and material possessions. Despite this, they are a carefree and mellow species that enjoys taking risks and living for the moment. Wroonians distrust all types of authority, thanks in part to their planetary government's near-constant instability to a Wroonian life is worth living only if you are having fun while getting rich.

Though identical to Humans in most respects, Wroonians are set apart by their blue skin and dark blue hair.

Wroonian Species Traits

Ability Modifiers +2 Dexterity, 2 Constitution

Size Medium

Speed 6 squares

Free Spirit Wroonians gain a +2 species bonus to their Will Defense.

Skills A Wroonian can reroll a Persuasion check but must keep the second result.

Languages Basic, Wroonian.

DROIDS

Droids are a common sight throughout the galaxy. Point Nadir is no exception; droids are as populous within the shadowport as anywhere else. Most droids serve masters who are either visiting or living in Point Nadir, though a small percentage are autonomous. These rogue droids are treated with care and respect in most cases, the shadowport's organic denizens harbor the same fears and prejudices toward independent droids as their counterparts in more civilized areas. A droid functioning free of an organic master is a lawless city such as Point Nadir speaks volumes about its ability to survive.

The most common droids in Point Nadir have been there since just after Salvator Fische chose the comet as his base of operations. The vast majority of the droids that dwell within the comet were manufactured by Roche, and were taken as spoils when Fische and his crew captured a small flotilla of prospecting vessels. When the Anijilac Mutts took possession of Resh 9376,

they found the droids shut down and scattered throughout the comet's interior. Once recharged, maintained, and in some cases, wiped, the droids were put back to work in the employ of the Anijilacs.

ROCHE 11-17 SERIES MINING DROID

Designed by Roche as a mining and tunneling droid, the 11-17 series is a staple of miners and prospectors across the galaxy. Despite its small size, it is capable of performing work that a human twice its size would find daunting. The droids are not fitted with vocabulators and communicate by means of dedicated comlinks. In situations where mine geography disrupts a direct signal, the 11-17 Series can "bounce" a signal in a chain from droid to droid.

The 11-17 is equipped with a heavy plasma jet for digging. The plasma jet fires a blast four squares long by five squares wide. A target hit by the droid's plasma jet takes 3d10 damage and moves 2 steps along the condition track. In the event that the plasma jet misses, it deals only half damage and does not move the target along the condition track. The 11-17 also features a saw and a blowtorch for precision cutting and rinning obstacles. The blowtorch counts as a ranged attack with a range of square.

The droids enjoy their work, intentionally working longer hours than normal to complete a job. They sometimes overwork themselves, occasionally putting off recharge and maintenance to their detriment.

11-17 Series Mining Droid

Small droid (5th-degree) nonheretic 3

Init +3 **Senses** darkvision, low-light vision **Perception** +7

Languages Basic, Binary, 1 unassigned

Defenses Ref 10 (flat-footed 74), Fort 10, Will 9

hp 7 **Threshold** 10

Immune droid traits

Speed 4 squares (tracked)

Melee saw +5 (1d4+3)

Ranged blowtorch +6 (2d5) or

Ranged heavy plasma jet +7 (3d10)

Fighting Space 1 square **Reach** square

Base Atk +2 **Dip** +1

Abilities Str 16, Dex 18, Con +1, Int 12, Wis 8, Cha 2

Feats Skill Training (Perception, Use Computer), Weapon Focus (heavy plasma jet), Weapon Proficiency (blasts, single weapons)

Skills Climb +7, Knowledge (physical sciences) +7, Perception +6, Use Computer +7

Systems tracked locomotion, basic processor, magnetic feet, 2 tool

appendages (1 copper, 1 copper, 1 copper, 1 copper)

Darkvision internal comlink (quadanium shell)

Possessions heavy plasma jet, blowtorch, saw, 2 fusion lanterns

Availability licensed; Cost 3,500 credits (2,650 used)

CL 1

ROCHE B08 SMELTING OPERATOR DROID

Designed by Roche for use in the extreme environment of an industrial smelter, the B08 Smelting Operator is an efficient design. Though it lacks advanced processors, the B08 is incredibly strong. Its white device coating allows it to easily withstand temperatures of up to 1,650 degrees Celsius. This special coating provides the B08 with a +20 equipment bonus to Fortitude Defense against extreme heat.

Following the commercial failure of the J9 Worker Drone, the B08 Series was designed with a more Human appearance in mind. The results are a mixed bag, with the B08's appearance being more skeletal than Human. In addition, the white finish of the device coating does little to soothe Humans at eye.

B08 Series droids have simple personalities. They often develop an inferiority complex, resenting droids with more advanced processors. Older B08 models often resort to bullying much more advanced and socially adept kin.

B08 Smelting Operator Droid

CL 0

Medium droid (5th degree) nonheretic

Init -2; Senses darkvision, Perception +0

Languages Basic, Binary

Defenses Ref 4 (flat-footed 14), Fort 0, Will 0

hp 2; Threshold 10

Immune droid traits, +20 equipment bonus to Fortitude Defense against extreme heat and fire

Speed 4 squares (walking)

Melee claw +4 (1d4+4) or

Melee claw +4 (2d4+4, with Mighty Swing)

Fighting Space square Reach 7 square

Base Atk +0; Grp +4

Atk Options Mighty Swing

Abilities Str 18, Dex 10, Con - Int 11, WIs 10, Cha 8

Feats Mighty Swing, Skill Focus Endurance, Skill Training Endurance.

Weapon Proficiency (simple weapons)

Skills Endurance +5, knowledge (physical sciences) +4

Systems walking locomotion, basic processor, 2 claws, vocalizer, darkvision, durasteel shell, heat-resistant device coating

Availability licensed; Cost 2,500 credits (1,800 used)

ROCHE J9 WORKER DRONE

When the Roche Hive introduced its J9 Worker Drone onto the open market, the droid was an instant failure. Though designed as a protocol droid, the J9's inverted appearance and hand mimler were disliked by the majority of the mammalian species in the galaxy. Only after failing to market the droid to other insectoid species did the Verpine slash the price of new J9s in an attempt to sell the model. J9s purchased at such prices were often out to work as laborers, given that the typical customer's need for a protocol droid was low to nonexistent.

Despite the J9's advanced processor and potential effectiveness in a diplomatic role, most purchasers assumed that "worker drone" was a literal indication of the unit's intended use. Their personalities are unreactive, albeit stable.

J9 Worker Drone

CL 0

Medium droid (3rd-degree) nonheretic

Init +1; Senses Perception +0

Languages Basic, Binary, 3 unassigned

Defenses Ref 11 (flat-footed 10), Fort 10, Will 10

hp 2; Threshold 0

Immune droid traits

Speed 6 squares (walking)

Melee unarmed +0 (1d5)

Base Atk +0; Grp ++

Abilities Str 8, Dex 12, Con - Int 16, WIs 10, Cha 12

Feats Skill Focus Knowledge (bureaucracy - Persuasion), Skill Training Persuasion, Weapon Proficiency (simple weapons)

Skills Knowledge (bureaucracy) +13, Knowledge (galactic lore) +8,

Knowledge (social sciences) +8, Persuasion +11, Use Computer +8

System walking locomotion, basic processor, translator unit (DC 5), vocalizer

Possessions audio recorder

Availability licensed; Cost 1,200 credits (900 used)

CHAPTER VI MINI-ADVENTURES





This chapter is intended for Game Masters and contains several mini-adventures ideally suited for outdoor heroes. If you're playing, you should probably skip past this chapter and wait for your DM to bring about adventures suited you and the other players in your group.

USING MINI-ADVENTURES

Occasionally, heroes take a tangent that their Game Master has not planned for, or the Game Master needs to fill a few hours' play with an interesting diversion from the main plot. A Game Master can improvise something on the spot. When the Game Master is at a loss for a scenario for a just-proposed tangent, a mini-adventure might just fill the bill.

The mini-adventures presented here enjoy a range of themes and Challenge Levels, from salvaging desecrated shrines to escaping a forced labor camp. Each mini-adventure includes an outline of the events and challenges presented by the scenario, which the Game Master can use to construct a few "off-the-cuff" situations—or here as a jumping-off point for further encounters.

In addition, each mini-adventure also includes a fully described twelfth-level encounter designed to serve as the climax of the scenario. The Game Master can use these as written, alter the details to play to the heroes' strengths, or completely redesign them to fit the needs of the campaign. The Game Master can also reference these encounters when designing his own mini-adventures and scenarios.

Each mini-adventure is also designed to focus on different heroes' skills. For example, the players' intellects. For example, combat-oriented heroes will enjoy the "Dueling Party," while stealthy heroes will like "Drooping." Heroes hoping to show off their gaming skills should enjoy "Warped Ally." Similarly, "Sneaky's Perseverance" is designed with sneaky heroes in mind, while "The Big Hit" is aimed at brawny hunter-heroes. The group's best-thinking can whet should find that "Enter Job" makes good use of the Perception skill. That said, each mini-adventure presented in this chapter gives heroes of all classes a chance to shine, even if the scenario isn't aimed at their competencies.

Each mini-adventure opens with a two-page spread that outlines the setup and various opportunities. This is followed by another two-page spread detailing the climactic encounter of the mini-adventure.

Even though these mini-adventures are designed to be completely independent of one another, constant threads run through all of them, weaving them to be strung together and run as a sort of "back-story" within the main campaign. It is fairly up to the Game Master's discretion where to use them.

MINI-ADVENTURE #1: WRECK AND RUIN

"Wreck and Ruin" is a mini-adventure designed for 2nd-level heroes. It gives the heroes an opportunity to salvage the blasted hull of a Trade Federation battleship destroyed in one of the engagements of the Clone Wars.

ADVENTURE BACKGROUND

During the Clone Wars, countless ships on both sides of the struggle were blown to pieces and left adrift in space. Wager ones were towed out of specielanes to minimize danger to hyperspace travel, but every so often, an explorer or smuggler comes upon the wreckage. Often, the drifting hulk is too damaged to be useful as anything other than scrap, but sometimes the derelict proves to be a veritable treasure trove of salvageable goods.

One such derelict, a large chunk of the *Starworn* (a Trade Federation Lucruff-class battleship), was recently discovered by a smuggler named Vordell, who then sold the coordinates of his find to his old friend Sude Raalo, a Neimoidian gunrunner and veteran of the Clone Wars. Based on the scans that Vordell showed him, Raalo guessed that at least one hangar bay was more or less intact, and that, amid the wreckage, he might find a remote processor—which could be worth as much as one million credits.

ADVENTURE OUTLINE

The heroes hear of a salvage job being offered by a Neimoidian arms merchant named Sude Raalo. Raalo operates out of Mos Eisley spaceport on Tatooine, sometimes as a supplier for the Hutts, sometimes as a go-between for smugglers. Despite being an "untrustworthy" Neimoidian, Raalo is considered "to be as honest a trader as anyone operating in Mos Eisley can be."

If the heroes inquire about the job, Raalo meets them in the Mos Eisley cantina, where he tells them about the *Starworn*. Raalo offers the heroes 2,500 credits to enter the hull of the *Starworn* and bring back any intact cargo crates and other reclaimable items they can safely salvage. He wants them to be especially watchful for any remote processors they might chance across. Raalo has a buyer who is interested in them, and if the heroes bring him any, they can keep anything else they find. (Otherwise, he is willing to pay them a cut of only 15% off the sale price for the salvage.)

If the heroes accept, Raalo is willing to do whatever it takes to get the heroes to the site of the wreckage, including renting them a beat-up YT-1300 transport for 3,500 credits. He suggests they depart as soon as they can. It is possible that the smuggler who sold him the coordinates of the derelict might have sold it to someone else, as well.

Bargaining with Raalo

If the heroes oppose a Persuasion check against Raalo's skill modifier of +5, the heroes can negotiate Raalo's base pay up to 4,000 credits. If they beat his check by 5 or more, they can negotiate him up to 5,000 credits.

Similarly, a second opposed Persuasion check lets them increase their cut to 25% of the sale price for the salvage. If they beat his check by 5 or more, Raalo increases their cut to 30%.

If the heroes have to rent the YT-1300 transport from Raalo, a successful opposed Persuasion check gets him to lower the rental price to 3,000 credits, beating his result by 5 or more drops the price to 2,500 credits. A DC 20 Mechanics check to inspect the ship reveals its flaws (see below) and grants a +2 circumstance bonus to the heroes' Persuasion check.

If the heroes restore or otherwise repair Raalo's ship, they can reasonably charge him for the service (much to his chagrin), offsetting the cost of renting the ship from him in the first place. If the heroes win an opposed Persuasion check with Raalo, he agrees to pay for 50% of the work. He offers only 50% because he did not authorize the work, and Raalo's check books show, however, he pays them only for provisioning (not repairs). The heroes are free, of course, to take back any provisions they purchased.

The YT-1300

Sude Raalo's YT-1300 transport is not in the best of shape. He long ago sold the primary hyperdrive, and has made do ever since with the backup hyperdrive. The ship's communication array is also badly damaged from a hull breach incident and requires a DC 25 Mechanics check to "repair before subspace communication is possible, though the standard transmitter still allows transmissions to and from nearby ships and planets."

Making matters worse, the ship's laser cannon is faulty and requires 3 full rounds to recharge after every shot. And to top things off, Raalo uses the ship as a sort of mobile apartment. He has been living off the ship's provisions less than three days' worth of consumables are left aboard.

On the plus side, however, the YT-1300's sublight engines are in good shape, so its speed is unaffected by Raalo's poor maintenance habits.

ENCOUNTER: WRECK OF THE STARWORM

Challenge Level 2

This encounter serves as the climax of "Wreck and Ruin," the mini-adventure introduced on the previous two pages.

The heroes can enter the wreckage of the Trade Federation battleship *Starworm* by digging through the piles of debris aft of the hangar (see "Shifting Wreckage") or forcing one of the forward airlocks open (see "Opening Airlocks"). Because the wrecked ship has no atmosphere, the heroes need space suits, or at least flight suits, to survive. This encounter includes 4 battle droids and 2 super battle droids (see page 198 of the Saga Edition core rulebook for statistics).

Shifting Wreckage

When the Trade Federation battleship was destroyed, punctures in the hull caused the atmosphere inside to pour out like a hurricane-force wind. This rapid decompression picked up every available bit of rubble and debris in its path and blew it out through the openings, eventually plugging the holes.

This debris is wedged so tightly that it must either be cut away with a fusion cutter (included in a standard tool kit), demolished with explosive charges, or otherwise destroyed for the heroes to move past it.

Using a fusion cutter requires a DC 20 *Mechanics* check per square of wreckage; each check requires one minute of work.

Destroying the wreckage with explosives requires placing the explosive device using the *Mechanics* skill (see page 69 of the Saga Edition core rulebook). Each square of wreckage has DR 2 and 4d6 hit points (for the Game Master can use an average of 14 hp per square of wreckage).

Opening Airlocks (H3)

Starship airlocks include a manual override, which can be operated from a small, recessed panel adjacent to the airlock door. It takes a move action to open the panel and a full-round action (and a DC 16 *Strength* check) to operate the mechanism. Because of the cramped opening, only one character can attempt the *Strength* check; other characters cannot assist.

READ-ALoud TEXT

When the heroes enter the derolet's interior—provided they have brought light sources with them or can otherwise see inside the powerless vessel—read the following text aloud:

The interior of the ship is an eerie sight. The power is out—including the artificial gravity—and a thin haze of frost shrouds that what little atmosphere might have remained has long since frozen. In the light from your fusion torches, frayed cables hang loosely from the ceilings and walls, looking like jungle vines. Wreckage is scattered everywhere, with large piles near the doors and bulkheads. Amid the debris you can make out carts of the battle droids, starfighter parts, assorted cargo containers, and pieces of the ship's superstructure. Here and there, small bits of wreckage float aimlessly. Otherwise, nothing is moving.

Once the heroes begin moving debris around inside the hangar, read the following text aloud:

From the darkness, little points of lights appear—and begin moving. Battle droids—some with pieces missing—begin climbing over the debris, working their way toward you. Apparently, this derolet is not entirely powerless.

Droid Tactics

The battle droids are all buried in debris (except the one in fire control), and take a round to extricate themselves before attacking or moving. They are also slightly damaged –5 step on the condition track) from the destruction of the Trade Federation battleship.

If the heroes have not restored gravity and some are floating, the battle droids fire at them, moving only if they cannot draw line of sight to at least one hero.

The doors to the hangar were jammed open when the Trade Federation battleship lost power, sealing in two super battle droids by activating emergency locks on the doors to the chambers housing the battle droids. If the doors are closed again (by means of the control panel on the starboard bulkhead), the doors unlock and the super battle droids emerge and move to the cargo bay. The super battle droids move to attack the heroes only if they have line of sight to them; otherwise, they stay put.

All the droids fight until destroyed.

FEATURES OF THE AREA

The paper has been published in the *Journal of the American Statistical Association*.

Illumination is not a problem for the heroes thanks to their light sources that burn with them.

Zero Power This section of the Trade Federation battleship is without power. The heroes can restore some of the ship's power if they have a power conduit.

Zero Gravity The Trans Federal air battleship is a ship without gravity (see page 71-25 of the Saga of the Stars rulebook). If the heroes rescue power, artificial gravity is restored as well.

Vacuum Without power, the wreckage has no atmosphere (see page 263 of the Sage Edition core rulebook).

Hanger The hanger once hosted a squadron of "vulture" drop-car fighters, a few of which lie here in tangled ruins. One is still operational, but requires a complete re-charge of its internal batteries before it can be piloted.

The control panel in front of the hangar doors operates the hangar doors. The hoists require power. Even temporarily, they can use this control panel in open position for hangar doors.

Cargo Bay. Several crates here contain useful equipment: see 'Enclosure'.

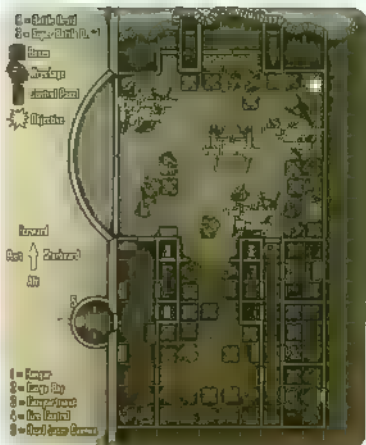
Supply lockers. Each compartment contains one or more crates that might contain something still useful (see "Conclusion").

Fire Control no other purpose in here were designed along with targeting for the build case common (see "Conclusion")

CONCLUSION

If the type battle sounds familiar, involved in the fight award the heroic experience as if this was a C. 2 encounter.

Crates. Hidden among the piles of wreckage are a small number of cargo crates full of droid parts and starfighter components. Each crate contains parts with a total value of 200 credits each. The weight is 500 lbs. credit is value + 10% above for a crate. are salvagable. The heroes, upon a crate to inspect its contents with either a DC 10 Mechanics check or a DC 35 Strength check. If the heroes a full round to open the crates, and will obtain a listing of the contents of a crate by connecting a droid pad to the crate and making a DC 10 Computer check to find a droid adapter. One crate marked on the map, upon its the heroes, upon a crate, upon the heroes came to find the "Weed and Rind," page 160.



Local Cannon: A 10.5-caliber cannon from the Trans Federation arsenal is the focus of an investigation over a homicide, which miraculously survived the battle ship destruction. Removing from the mounting row of a hotel a work and a DC 26 Mustang, check it's worth a good try.

Droid Starfighter The one droid starfighter still intact in the hangar can be salvaged and sold for around 2,000 credits more (its empty rifle/cannon missile racks are refilled).

MINI-ADVENTURE #2: SMUGGLERS' RENDEZVOUS

'Smugglers Rendezvous' is a mini-adventure designed for 4th-level heroes. It gives smuggler heroes an opportunity to do what they do best—move illegal goods from one place to another without paying the usual trade tariff.

ADVENTURE OUTLINE

The heroes hear that a smuggler has come into some "nonmanifest" cargo that he's ready to unload, and he's looking for a buyer. The smuggler Vordell, has a dozen crates of assorted detection and surveillance gear, 150 units in all, worth approximately 50,000 credits, and he is looking to trade for weapons. Conveniently, the heroes know of a shipment of Imperial blaster rifles that got routed to Barab by mistake.

Unknown to the heroes, the Empire has been tracking Vordell, and shortly after the heroes make arrangements to meet him, Imperial customs officers arrest him on a separate charge. Desperate, Vordell convinces the officers to drop the charges against him if he helps them recover a shipment of stolen blaster rifles. Intrigued, the customs officers agree and escort Vordell to his rendezvous on a small moon known as Phinel's Folly. There, a number of customs agents hide around the rendezvous site and wait for a signal from Vordell to pounce.

Bargain on Barab I

Even though the heroes are aware of the lost shipment of blaster rifles on Barab I, they have never had an opportunity—or the spare funds—to pick them up. Now, though, they should make enough from the sale to afford some needed repairs on their ship—maybe even some upgrades.

When the heroes arrive on Barab I, they can locate the warehouse and speak to the foreman, a Barabe named Tolkar. Tolkar knows that the cargo container holds 66 blaster rifles, each worth 1,000 credits, but because they are taking up valuable space in his already overflowing warehouse, Tolkar is willing to sell them for 75% of cost, 48,750 credits for the lot.

The heroes can bargain with Tolkar, but his price does not drop much. With a successful opposed Persuasion check (again, Tolkar's skill modifier is +20), the heroes can convince Tolkar to let the blaster rifles go for 70% of cost—a total of 45,500 credits. If they beat his check by 5 or more, he drops the price down to 65%, for a total of 42,250 credits. Tolkar goes no lower than 650 credits per blaster rifle.

JOURNEY TO PHINEL'S FOLLY

After the heroes depart Barab I, they have a short trip to Phinel's Folly in the Aulid Sector. Unfortunately for the heroes, an Imperial interdiction-class cruiser, Chokehold, has recently been stationed near Mon Calamari in an effort to capture Kiriak ships that have been helping the Votik Alama escape the Imperial occupation of their watery world. As the heroes' ship passes by, it gets caught in the Chokehold's gravity field and drops out of hyperspace. A message from the Chokehold orders the heroes to cut their engines and allow their ship to be tractorbeamed into the interdiction's main hangar, boarded, and searched. If the heroes have valid travel permits—and are not carrying any contraband—the entire process should amount to no more than a minor inconvenience, and the heroes can be on their way inside the hour.

Surrendering (CL 8)

The best option—provided the heroes feel that their cache of misappropriated Imperial blaster rifles is safely stowed where it cannot be found—is surrender. The Chokehold is not actually looking for the blaster rifles (though the heroes do not necessarily know that).

If the heroes comply with the orders from the Chokehold, the interdiction pulls the heroes' ship into its main hangar, where docking clamps lock onto the ship (DC 30 Use Computer check to remotely detach them). A platoon of 26 stormtroopers, led by a lieutenant and a sergeant-major, approach the primary airlock, and, if the heroes have not yet emerged, the lieutenant orders the heroes to exit their ship for inspection. He waits only one minute before ordering the stormtroopers to open the hatch (with explosives, if necessary).

Assuming the heroes exit their ship peacefully, the lieutenant has them disarmed and confiscates any weapons that they do not have licenses for, then escorts them to a waiting area about 100 meters away in the hangar. A squad of 9 stormtroopers accompanied by the lieutenant surrounds and detains the heroes for the duration of the inspection. Meanwhile, two more squads search the heroes' ship for crew members who might be hiding approved Perception and Stealth checks). Once these squads are satisfied that no one is waiting in ambush aboard the ship, they exit, and a scanning team raps their equipment aboard.

The scanning team uses a sensor pack to search the ship for hidden life forms. Assuming they find none and nothing else is overly suspicious about the heroes' ship (such as an excessive number of small arms), the scanning team emerges after roughly an hour and informs the lieutenant that the ship is clear. The lieutenant thanks the heroes for their patience, fines them for any permit violations (such as unlicensed weapons), and allows them to return to their ship and depart. A squadron of four Tie Fighters escorts them until they reenter hyperspace.

Escape! (CL 17)

If the heroes at any point attempt to flee the Chokehold, they quickly find themselves out-matched.

The Chokehold focuses its gravity well on the heroes' ship throughout the encounter, preventing them from jumping to hyperspace (see page 45).

Starships of the Chokehold start a full-scale assault on the heroes' ship as soon as squadrons of TIE fighters (eight starfighters) are dispatched to disable the ship.

If the heroes are captured, or allowed themselves to be tractored into the Chokehold's main hangar, they have to escape the docking clamps (see above) before they can get away. If the heroes exit their ship and are detained, they also have to fight their way through as many as 36 stormtroopers. Obviously this is not their best option.

Trying to escape and subsequently *kidnapping* earn the heroes an automatic arrest and conviction for resisting arrest, along with any other violations they might have incurred in the ancient pit.

ARRIVAL

When he hears about Phaed's ally "they dere" voice a ship, he, as Oppor wants a small freight through its new a star base located the And on which he lies in a particular gorge several kilometers away.

Vordell signals the heroes and gives them their coordinates if the drop site is a barren planet a few kilometers from his ship. He tells the heroes of a good canyon (about 500 meters wide) with the side valleys and suggests that they leave their engines running, in case any Imperial ship shows up.

Ambush! (CL 4)

When the heroes reach the dangerous site, Vordell is waiting with two of his crew, Kollu and Trom, in the small gauge where he has stashed the twelve crates of surveillance gear.

Vordell shows the heroes the wires and uses a remote device while the heroes examine the goods he brought. He asks to operate one of the baskets, but if they refuse, he says that it's a trap and the heroes agree himself four into the left of the gorge. He signals to the Imperial agents again to move in.

After the heroes and the lieutenant's rounds to his position. Meanwhile, Vordell tries to distract the heroes with his juggling, while at the same time trying to keep the Imperial agents close at hand.



ENCOUNTER: BETRAYAL ON PHINEL'S FOLLY

Challenge Level 4

This encounter serves as the climax of "Smugglers' Rendezvous," the mini-adventure introduced on the previous two pages.

The stormtroopers and their lieutenant appear only after Vandell gives the signal, moving quickly to take up positions that block the passages out of the gorge. The lieutenant stays out of sight at first, waiting in the cave to the south. If any of the heroes have taken up positions that would otherwise prevent the stormtroopers or the lieutenant from occupying the indicated positions (without being immediately spotted), use your best judgment to place them where they can still block the exits.

If the heroes brought along the cargo crate containing the blaster rifles, allow them to place it anywhere in the gorge (but not in the cave or blocking the ruins).

READ-ALoud TEXT

As Vandell attempts to distract the heroes, allow any heroes with line of sight to the stormtroopers' starting locations to make Perception checks to notice the Imperial traps moving into position. If they get a result of 15 or higher, they spot at least one stormtrooper.

While Vandell is talking, you hear a sound where there shouldn't be one. Glancing over, you see the familiar bone-white armor of an Imperial stormtrooper moving through the ravine toward the rendezvous spot. It's a trap.

If the heroes get a result of 14 or lower, the stormtroopers get the drop on them.

While Vandell is talking, you hear the hot, modulated tones of an Imperial stormtrooper call out "Drop your weapons and put your hands over your heads. You're under arrest!"

Vandell shrugs and says, "Sorry—it was you or me, and doves for the emperor, never.

VORDELL, TURNCOAT SMUGGLER

Vandell is a Correllian with no many sides against him and no conscience to speak of. After avoiding arrest for years, he finally falls afoul of the Imperial customs Corvette *Auditor*, and rather than be convicted, he does what he always does in these sorts of situations—he betrays his allies.

This is not the first time Vandell has been in trouble, but it is the first time he has had to face the Empire. Vandell has an intense fear of dying in the spice mines—having seen the prisoners there on his few smuggling runs to Kessel—and is willing to do anything to avoid that fate.

If Vandell survives this encounter and escapes, he could make a good ongoing foe for the heroes. He becomes more evil with each betrayal and might soon find himself teetering on the edge of the dark side.

Vandell's most obvious feature is his expansive belly—the product of too many ales in too many seedy cantinas over the years. He wears oversized shirts to hide his girth, but his clothing budget clearly can't keep up with his expanding waistline. Vandell sports a thick goatee the same dark brown as his wavy hair, with the same streaks of gray. He has a blaster pistol on his hip, and when he's nervous, he flicks the holster flap open and shut.

Vandell [M]

Medium Human smuggler G

Force 2 Dark Side 4

Init +10; Senses Perception +8

Languages Basic, Huttese

Defenses Ref 20 (flak-jacketed 18), Fort 19, Will 17; Dodge

hp 25 Threshold 8

Speed 6 squares

Melee unarmed +5 (6d4+4)

Ranged blaster pistol +6 (3d6+3) or

Ranged blaster rifle +6 (3d8+3)

Base Atk +4 Grp +5

Atk Options Dastardly Strike, Point Blank Shot, Precise Shot, Sneak

Attack (+2d6)

Special Actions Quick Draw

Abilities Str 12, Dex 14, Con 14, Int 12, Wis 11, Cha 8

Talents Dastardly Strike, Sneak Attack (+2d6)

Feats Dodge, Mobility, Point Blank Shot, Precise Shot, Quick Draw

Weapon Proficiency (pistols, simple weapons)

Skills Deception +7, Initiative +10, Knowledge (bureaucracy) +9,

Perception +8, Persuasion +7 Pilot +10

Possessions blaster pistol, blaster rifle, electrobinoculars, utility belt, east

Opportunity (Junkie Ghtroc 720 freighter)

CL 6

Vordell's Tactics

As soon as the top of a gorge is reached, the crew drops to cover and the heroes to get the edge. After the heroes choose the path, the heroes pick the gorge that is the most difficult to source. The heroes then attack in a random order. The heroes then attack in a random order. The heroes then attack in a random order.

The heroes then attack in a random order. The heroes then attack in a random order. The heroes then attack in a random order. The heroes then attack in a random order. The heroes then attack in a random order.

FEATURES OF THE AREA

The rendezvous site has the following features:

Illumination: This depends entirely on what time of day the heroes want to arrive. (If they do not care, it is daytime.) During most of the day (the exception being high noon), shadows fill the ravines (shadowy illumination). Between dusk and dawn, the ravines are pitch black except for any light sources the heroes brought with them. Vordell has a fusion lantern set up in the center of the gorge if the encounter takes place at night.

Cover: Characters can use any of the three caves or some cases (such as shooting from one ravine opening to another across the gorge), the Clamewastor rule rule that the target has improved cover. Characters hiding behind cargo crates also gain cover.

Walls: The walls of the gorge and ravines are a uniform 8 meters tall and composed of natural rock. Climbing the walls requires a DC 24 Climb check.

Mesas: If a character climbs the walls, he can move about on the mesa above, perhaps negating the cover bonus of targets below. Characters atop the walls are also vulnerable to ranged attacks as a long jump.

Caves: Three caves are at the rendezvous site. Characters inside a cave have advantage on a check to avoid a well-placed rainstorm (from shadowy illumination).

CONCLUSION

The heroes arrive, the heroes then defeat the summons. The heroes then defeat the summons. The heroes then defeat the summons. The heroes then defeat the summons. The heroes then defeat the summons.

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MINI-ADVENTURE #3: BOARDING PARTY

"Boarding Party" is a mini-adventure designed for fifth-level heroes. In this scenario, the crew of a Corellian corvette tries to defend their ship against an incursion by the heroes—or, at the GM's option, puts the heroes on the defensive and lets them repel unwanted boarders on their ship.

ADVENTURE OUTLINE

The heroes are contacted by Imperial Governor Zerec of Ord Mantell, a snow-bound planet in the Meridian Sector. Zerec tells the heroes that he needs their help in a confidential matter involving a traitor to the Empire, a Flight Academy instructor who might be funneling information to the Rebellion. This instructor, Captain Bythen Farrai, has had more students defect to the Rebellion than any other instructor, and if Zerec can bring him to justice, it will help Zerec's forthcoming bid to become an Imperial Moff. Anyone who helps him in this endeavor would not only be richly rewarded but also would have a Moff indebted to them.

Captain Farrai will soon travel from the Vensensor Flight Academy on Arkanis to Bakura to speak at a recruitment drive for new flight cadets. Because it will skirt the unknown Regions, Farrai's Corellian corvette—the *Gallant*—must make several stops to check navigational data. Each stop should take a little less than 30 minutes. Governor Zerec wants the heroes to obtain a copy of the *Gallant*'s flight plan, determine where the ship will stop, and board it. Once on board, the heroes are to capture the ship, destroy its egression computers, and send it on a one-way course into the unknown Regions, to be forever lost.

REBEL HEROES

Obviously, heroes loyal to the Rebel Alliance might balk at the idea of working for an Imperial Governor, let alone helping him disavow someone actively recruiting for the Rebellion. At the GM's discretion, reverse the roles. By her Farrai hires the heroes to do away with Governor Zerec. Alternatively, Farrai can just be an intransigent political enemy of the governor's, and Zerec is just using the Rebel Alliance story to make her job more palatable.

A VISIT TO ARKANIS

The best way for the heroes to learn Captain Farrai's flight plan is to talk to the crew of the *Gallant*. Through bribery, threats, or guile, the heroes can convince one of the ship's junior officers to download a copy of the flight plan as a datadisk and then deliver it to the heroes just prior to the ship's departure.

The *Gallant* is currently docked at the Vensensor Flight Academy spaceport. The heroes cannot gain access to the *Gallant* without the proper clearance, either a Flight Academy pass (a moderate difficulty), or a suitable high-ranking Imperial officer (a difficult difficulty). The spaceport sentries are trained to watch for possible saboteurs, so they have Perception modifiers of +10 and they gain a 2-circumstance bonus on Perception checks against attempts to enter the spaceport without authorization (see pages 64–66 and pages 72–73 of the *Saga Edition* rulebook for details on Deception and Stealth).

Alternatively, if the heroes make a successful DC 15 Gather Information check in or around the Flight Academy, they learn that many of the *Gallant*'s senior crew spend much of their shore leaves in a nightclub near (but outside) the spaceport, called the Full Burn.

The Art of Persuasion

If the heroes gain access to one of the *Gallant*'s junior officers aboard the ship or at the Full Burn, they can try any of the following tactics. Assume that these officers have Perception modifiers of +15.

Deception. The heroes can try to fool an officer into thinking that they have sufficient clearance (and cause) to obtain a copy of the flight plan. The heroes gain a +2 circumstance bonus on their Deception check if they specifically target an officer who has implied too much.

Persuasion. If the heroes can change an officer's attitude from unfriendly to helpful, the officer provides the heroes with a copy of the flight plan.

Coercion. If the heroes can get an officer alone (or has to be alone with him), they can intimidate him into giving up the flight plan. They check gets a +10 modifier if they try this tactic while the officer is still in the Full Burn (where he is surrounded by other Imperial officers).

AMBUSHING THE GALLANT

Once the heroes have the Gallant flight plan they are able to develop an effective ambush. They have better than a 1-in-10 chance of hyperspace midway between Monnada and the Ion Corridor, a particularly empty area of deep Atollino. Some flight plan the Gallant is going to take extra time here (conditions are unfavorable) and will use coded "new member" beeps he will use to get people coordinated. They have a half-ample time to attack the ship when most of the new members are away from their stations.

Lying in Wait

Although his position in Corban's head hon is somewhat deserted, it is also just the usual debris that a ship has. He is not alone. They have a down-down, a down-down, and enough for the Gallant to conduct a routine search and satisfy themselves that they are alone before they drop the bomb.

If he gets close to the Gallant without being detected, the pilot of the heroes' ship must use maneuvering thrusters (not their main engines), and only a ship bursts during moments in many that ship up. The Gallant's airlock. Performing this tricky maneuver requires a DC 25 Pilot check. If the hero fails, the maneuver succeeds, but the crew of the Gallant can make a Perception check to notice the heroes' ship approaching. If the hero checks fails by 10 or more, the crew members of the Gallant get a chance to make a bonus bonus Perception check.

If the Gallant detects the heroes' ship approaching, the Gallant's sensors are the only one that can prepare for combat. Though they make several attempts to contact the heroes' ship, they are not able to make a connection. The heroes do not expect the Gallant's maneuvering at its way, the heroes' ship must course to attack the Gallant. If the heroes' ship is not able to rise, they will die.

THE GALLANT CREW

Because the Gallant is mainly crewed by a group of Venscor Flight Academy cadets, apply a +4 penalty to all attack rolls and skill checks the ship makes.

Boarding the Gallant

Because so many of the Gallant's crew will be assembled in the escape pod access shafts during the emergency drill, the heroes' only point of entry is the forward airlock. Entering at this point puts them one deck below the bridge, enabling them to get aboard and reach the flight deck in less than a minute.

The heroes can best access this airlock by coming up from beneath the Gallant while it is launching and docking with the hero's ship. They only really enter the airlock's open hatchway, making it a hard target to hit during evasion drills. On the ground that the heroes' ship approaches the airlock, these gunners get one additional Perception check to notice the hatch plying past them. If they notice they panic and immediately fire at the heroes' ship.

Assuming that the heroes maneuver their ship to the forward airlock, the pilot needs to make a DC 20 Pilot check to dock with the Gallant. Opening the airlock then requires a DC 20 Mechanics check. Alternatively, the heroes can cut through the hatch, or use explosives to blow it open. The hatch has DR 15 and 80 hit points.



ENCOUNTER: STORMING THE BRIDGE

Challenge Level 6

This encounter serves as the climax of "Boarding Party," the mini-adventure introduced on the previous two pages.

If the heroes enter the *Gallant* from the forward airlock, they can take the turbolift up one deck to the flight deck. Captain Forral, who is on the bridge when the heroes arrive, takes command of the crew in the forward part of the *Gallant*, stationing them around the flight deck at the positions indicated on the map.

READ-ALoud TEXT

When the heroes emerge from the turbolift, the *Gallant's* crew are already in place.

Despite a red alert klaxon sounding, the flight deck seems strangely quiet. Forward from the turbolift's doors, you can see that the doors to the bridge have been sealed. As you step out of the turbolift, however, Imperial officers lean around the walls to the aft and begin firing at you!

CAPTAIN FORRAL, FLIGHT INSTRUCTOR

Bythen Forral is a veteran of the Clone Wars who climbed out of the cockpit and took up teaching after Emperor Palpatine brought order to the troubled galaxy. After years of insuring the Empire's best new pilots, Captain Forral is granted use of one of the Ventsenor Flight Academy's Corellian corvettes for personal purposes, provided he spends at least three months of every year using it to bow the Empire and recruit new cadets. Forral is not a Rebel recruit, as Governor Trow suggests, however, he merely encourages his students to consider nonstandard solutions to difficult strategic and tactical situations—a philosophy that leads a great many cadets to support the Rebellion.

Bythen Forral (F)

Medium Human soldier 4/noble 3/officer 1

Force 6

Init +17 Senses Perception +1

Languages Basic, Bothese, Durese, Huttese, Kel Dor, Shyriiwook (understand only)

Defenses Ref 22 (flat-footed 19), Fort 21, Will 24

hp 69 Threshold 2

Speed 6 squares

Melee unarmed +7 (1d6+4)

Ranged blaster pistol +10 (3d6+4,

Basic Atk + Grp 7

ATA Options Devastating Attack (pistol)

Special Actions Battle Analysis, Coordinate +1 Deployment Tactics, Inspire Confidence

Abilities Str +3, Dex +7, Con +2, Int +5, Wis +14, Cha 16

Talents Battle Analysis, Coordinate +1, Deployment Tactics, Devastating

Attack (pistol), Inspire Confidence

Feats Armor Proficiency (light), Armor Proficiency (medium), Linguist,

Skill Focus Initiative, Knowledge (tactics), Pilot Vehicle Combat,

Weapon Proficiency (pistol, rifles, simple weapons)

Skills Initiative +17 Knowledge (tactics) +16, Perception +3 Pilot +17,

Treat Injury +11, Use Computer +11

Possessions blaster pistol, three code cylinders, datapad, Imperial uniform

Forral's Tactics

Captain Forral knows that the boarders will take the *Gallant* if they control the bridge, the engine room, or the ship's computer so when the heroes begin boarding, he has the doors leading to the bridge and the aft portion of the ship sealed. He then stations the bulk of his available crew members to guard the computer room, and sends an astromech droid with them to download the ship's astrogational data, so that they can find their way home even if the ship's computer is destroyed.

Forral fights from the safety of the bridge, directing the crew and other officers to repel the heroes while watching the action on monitors (giving him line of sight for purposes of Battle Analysis, Coordinate, and Inspire Confidence). He uses Inspire Confidence to grant the crew a +1 morale bonus on attack rolls and skill checks until the end of the fight, then uses Coordinate every round to grant the crew an additional +1 bonus when they aid each other's efforts (a total of +3 if the heroes set it up). Forral uses Battle Analysis to determine which group is weaker in terms of remaining hit points, and sends available crew to attack them.

The crew must fight to keep the blast doors to keep the invaders off the bridge and out of the main armory and instead defend the computer room to keep the main armory safe. As the crew is being silenced and another ship is shown on the horizon, the heroes realize that the heroes from behind, possibly aided by enemy reinforcements.

Final attack of the main armory. The page 110 of the Saga edition is a check with a 4 penalty on the attack roll and a check. The crew is the crew as the page 110 of the Saga edition is a check. All are armed with blaster pistols.

FEATURES OF THE AREA

The light deck of the Gollan has the following features.

Illumination: The interior of the Gollan is brightly lit.

Cameras: The light deck has cameras set up in all the gangways of the ship. These cameras can be monitored from the bridge or the computer room. The heroes can destroy these cameras (DR 100 S) to prevent Captain Forral from using Battle Analysis, Coordinate, and Inspire Confidence for crew members who are not on the bridge.

Turbolift: If the heroes do not lock down the turbolift, DC 15 Use Computer check or DC 20 Mechanics check, reinforcements arrive from the turbolift at the rate of 4 crewmen every 4 rounds.

Bridge: The blast doors leading to the bridge have DR 15 and 80 hit points. The astromech droid here is waiting for a transmission from the astromech droid in the computer room.

Officers' Quarters: Each of these rooms is shared by two officers. The starboard-most cabin contains a medpac.

Captain's Quarters: These are Captain Forral's quarters. The officer in here carries a frag grenade and has strict orders to use it to destroy the computer room if it looks like the heroes are trying to steal data from the ship's computers.

Computer Room: The crew members here fight to the death to buy time for the astromech droid to download the astromech data from the computer. It takes 30 rounds for the droid to complete this task after which it attempts to take the data to the next deck down level in the midst of a firefight and relay it to the astromech droid on the bridge.

Officers' Gallery: The gallery contains a medpac, as well as 50 kg of surplus food.

Refresher: Each refresher contains a medpac.

CONCLUSION

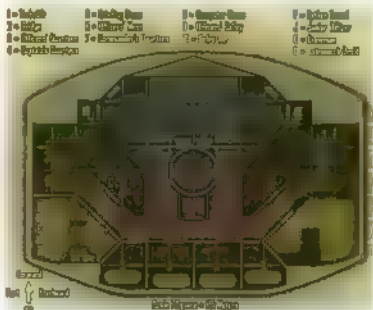
Once the heroes control either the bridge or the computer room, they can disable the Gollan with either a Use Computer check, activating the main power, a bludge from hostile to help fill in to save the communication linkages, or a bludge from hostile to help fill in to save the communication linkages.

Both of these methods can be undone by the Gollan's crew, but the heroes can also check the main computer, the main (DR 100 S). However, even if they succeed, they must make a check to the astromech droid from the computer room, not to fail.

The heroes pull this off. They must check into the ship and see the Gollan, or a check into the uncharted area of space between the Tapani Sector and the 500th Star Cluster (in whatever order they prefer).

If they use the system computer to set the course before they destroy, they can then return to their ship, detach from the Gollan, and fly away (though they might still have to dodge attacks from the Gollan's turbolifts).

Alternatively, they can destroy the Gollan's computer, then use their own ship's computer to the Gollan through hyperspace to a new destination, or a check, then jump back into hyperspace to escape.



MINI-ADVENTURE #4: SNOW JOB

"Snow Job" is a mini-adventure designed for 6th-level heroes. It provides the heroes with an opportunity to run a confidence scheme against an ambitious Imperial Moff.

ADVENTURE OUTLINE

In the wake of the exposure of Borthen Farrai as a Rebel sympathizer, Governor Zerec is able to take credit and parlay his sudden popularity into an appointment to the post of Imperial Moff of the Meridian Sector. To celebrate, Zerec invites several of his closest supporters—including the heroes—to a farewell dinner at his home on Ord Adinnor.

However, Zerec leaves one supporter off his list: Draba, the Hutt crime lord who had introduced Zerec to so many of his contacts in the criminal underworld. Zerec feels it would be inappropriate to be seen socializing with a known gangster, so he cuts off all relations with the powerful Hutt. Draba, however, has invested a great deal of money and resources into getting an Imperial Moff in her debt and she is not pleased at Zerec's sudden—but hardly unexpected—betrayal.

Knowing that the heroes are attending the party, Draba requests that they help her exact vengeance on the newly appointed Moff. Draba specifies that the heroes cannot harm Zerec or expose her connection to the Moff. In fact, if possible, the heroes should try to get leverage to use against Zerec, in case Zerec should ever again forget his obligation to Draba.

ORD ADINORR

Ord Adinnor is a world covered in snow and ice. Snow falls on a daily basis, evaporating in the noonday sun only to condense and fall again overnight. The Humans who have settled there build their homes deep in the thick snow banks that blanket the planet, reinforcing them with plasteel. Most such homes are accessible only by tunnels connecting covered central courtyards, though a few of the wealthier inhabitants have built covered landing pads and docking bays through which they can come and go as they please.

The Moff's Estate

Moff Zerec's estate on Ord Adinnor is expansive, but he mainly stays in his mansion near the northern glacier fields. The upper level of his mansion extends twenty feet above the snowline, while the lower level is entirely covered in snow (with the exception of his private landing bay to the east). Aside from transparent windows on the upper level, the landing bay is the only entrance to the Moff's home.

FORMULATING THE PLAN

The heroes have just over two weeks to prepare for Moff Zerec's party at his home on Ord Adinnor. As invited guests, they do not need to use stealth or a ruse to get in, but if they are to get the better of the Moff without resorting to violence, they must plan ahead. Draba suggests that the heroes pull a confidence scam, playing to the Moff's ambitious and greedy nature.

This part of the adventure requires that the heroes formulate a plan to entrap Moff Zerec and let him "buy" his way out by agreeing to honor his agreements with Draba the Hutt. Rather than putting together a plan for the heroes to follow, though, this section merely provides parameters for, and examples of, what might work best on Zerec.

The Hook

To truly pique Moff Zerec's interest, the heroes need a hook—something that Zerec would pay dearly for. This can be an item of value, or information that Zerec could use, but what Zerec values most is his career. If the heroes can convince him that they know of something that could further his career, he would be especially eager to discuss it with them.

For example, the heroes could claim to know of an exploitable weakness on the part of a rival official, or of a political blunder about to be made by another Moff. Either of these ideas, or something along those lines, would intrigue Zerec enough to make him willing to hear what the heroes have to say.

To accomplish this, the heroes must make a Deception check opposed by the Moff's Will Defense (see page 182 for Zerec's statistics). If they can convince him that their information is accurate and that no one else is in a position to exploit it, Zerec takes a few minutes of his time to hear them out.

ENCOUNTER: WHEN ALL ELSE FAILS

Challenge Level 6

This encounter serves as the climax of "Snow Job," the mini-adventure introduced on the previous two pages.

Although "Snow Job" revolves around social interactions, the heroes might plan for a little violence—instigated by themselves or by Moff Zerec—or they might just find that their blackmail scam does not work, and the Moff takes umbrage. In either case, if the party turns ugly, the Gamemaster can use the accompanying map and strategy information to run the encounter.

Alternatively, if the heroes' plot hinges on talking to various party guests privately, the Gamemaster can use the map and the schedule to keep track of where various supporting characters are at any given point.

READ-ALoud TEXT

If the heroes' confidence scam escalates to an altercation, Moff Zerec wastes no time ejecting them from his party. If he cannot do it alone, he summons Meren Siefel, his security specialist, to deal with the problem.

Because this scene can occur anywhere, and the heroes' actions beforehand can drastically change the setup, the Gamemaster should be prepared to adjust the read-aloud text below.

Moff Zerec's eyes narrow, and he bellows, "Siefel! What am I paying you for?" Then he dives behind his heavy desk.

THE QUEST LIST

In addition to the heroes, the Moff's guest list includes:

Gredlin Zel (GZ): Owner of ZelFlight, a starship engineering firm with an imperial contract secured by Moff Zerec (Human nonheroic 4).

Brul' Krais (BK): A banker (Human nonheroic 3) with whom the Moff has heavily invested.

Admiral Garnet Loran (GL): An imperial officer and supporter of the Moff since he was governor of Ord Mantell. (See page 280 of the Saga Edition core rulebook for statistics.)

Meren Siefel (MS): An assassin who has performed a few killings for Zerec, and is serving as security for the party. (See page 282 of the Saga Edition core rulebook for statistics.)

Klomo Drall (KD): A young Holo-startlet and Zerec's mistress (Human nonheroic 1).

Captain Fiedell (F): An imperial officer assigned to Moff Zerec as an administrative assistant. (See page 286 of the Saga Edition core rulebook for statistics.)

The Vertices (V): A trio of musicians (Bith nonheroic 2) hired to play at the party. (See page 216 of *Thrills of the Galaxy* for Bith statistics.)

Snowtroopers (SS): There are 10 snowtrooper assigned by Captain Fiedell to patrol the grounds and to guard sensitive areas of the Moff's home. Of these not indicated on the map, two stand guard in the landing pad, and the rest walk the perimeter of the estate. Use the snowtrooper statistics on page 279 of the Saga Edition core rulebook for the snowtroopers.)

Servants (S): The mansion servants include two Humans, nonheroic 1, and a quartet of protocol droids. (See page 198 of the Saga Edition core rulebook for protocol droid statistics.) The humans are marked "C" on the map, and the droids are marked "D" on the map.

Zerec's Tactics

Zerec most likely begins in the library, in the space marked "Z" on the map. Once a fight starts, Zerec's primary goal is to stay alive. He takes cover behind the most solid object available and draws his hold-out blaster, though he uses it only if he is obviously being threatened.

If at all possible, Zerec heads for the master suite and locks the door. If he is cut off, however, he makes for his throne landing pad, where he boards his private shuttle.

Siefel's Tactics

Siefel uses Rapid Strike and Sneak Attack to deal as much damage as possible with his vibroblade. If the heroes use ranged weapons, he happily pulls his hold-out blaster and fires back, taking advantage of the close quarters to use Point Blank Shot at every opportunity. If he has time, he moves to the Bedroom on the top floor, where he has stashed his blaster rifle, vibrodagger, and utility belt in the closet, then returns to the fight.

Captain Fiedell's Tactics

Captain Fiedell largely spends the fight directing the snowtroopers using Bomb Leader and Coordinate. If he is present when a snowtrooper could take good advantage of an extra standard action, he gives up his own to use Trust. He can also grant this ability to Meren Siefel.

Snowtrooper's Tactics

The snowtroopers attempt to stun anyone who is threatening Moff Zerec. Admiral Loran or Captain Fiedell, though they have no compunction about using lethal force if the situation warrants. The snowtroopers are armed only with blaster pistols (already set on stun).

Admiral Loxax's Tactics

Admiral Loxax is getting on in years. He would like to die in his bed, and he is not a merit, so he mainly stays down during the fight. However, if any snow troopers who his men fight are not gaining, he sends one of Captain Piedell's floor leader or Coordinate Agents. Loxax sends them Agents to help those snowtroopers.

If Captain Piedell is forced into a fight, Loxax uses his own "sit" ability to grant the captain an extra standard action, assuming it would help the more efficient in that use must on one of the snowtroopers.

The Guests' Tactics

he other guests are not interested in fighting. They look for cover as each build as quickly as possible. Any protocol breaks in the room during a fight attempt to restore calm at least until they are attacked, at which point they leave as well.

FEATURES OF THE AREA

Moff Zere's home has the following features.

Illumination Any area occupied by a character is well lit, unless otherwise noted. The entry is also well lit.

Doors The doors to the bedroom and the master suite also have strong locks (DC 25 Mechanics check, DR 5, hp 30). The doors from the laundry to the study, from the laundry to the landing pad, and from the entry to the landing pad, are somewhat more secure (DC 30 Mechanics check, DR 6, hp 50).

Windows The only windows in Moff Zere's home are on the upper level in the bedroom and the drawing room. Both of these high windows are made of extremely strong transparisteel (DR 5, 30 hp).

Study Captain Piedell is using the study as a command center for the party, assisting Siefel with the security by monitoring the areas that lead to the outside of the house (the entry, the laundry, and the landing pad).

Dining Room The dining room is lit by candles, giving it only shadowy illumination.

Library Moff Zere uses the library for private conversations during the party, during which he dismisses the snowtrooper. (The snowtrooper stands in the doorway in the dining room at these times.)

Drawing Room The drawing room is dimly lit, giving it only shadowy illumination.

Bedroom The bedroom is dimly lit, giving it only shadowy illumination. When Kloria Drall is not present, however, the room is unlit.

Master Suite Moff Zere's bedroom is not lit during the party.

Laundry If the heroes want to cut the power to the Moff's home for any reason, they can do it from here with a successful DC 20 Mechanics check for and by destroying the conduit panel, if they do not feel the need to be subtle.

CONCLUSION

If the heroes get into a battle in the Moff's home, then plan likely fails—particularly if they battle with Zere. They must make a Persuasion check against Zere's Will Defense to be allowed to remain at the party. Zere begins at unfriendly (or hostile if they fought with him), and if the heroes cannot restore his attitude to friendly or better, he demands that they leave.

If the heroes reject Zere in a compromising position and successfully deliver the recording to Draba, Zere is most displeased. He sees to it that the heroes are exposed for any past crimes he knows about (for example, any he hated them to do but which cannot be directly traced back to him), and arranges for them to be decanted and imprisoned. His ultimate goal is to have them sent to the spare mines of Kessel, where he hopes they suffer long and hard before finally expiring.



MINI-ADVENTURE #5: BREAKING AND ENTERING

"Breaking and Entering" is a mini-adventure designed for 8th-level heroes. It presents the heroes with a classic burglary scenario in which they have to get past alarms, security guards, and a locked safe—and then get back out again.

ADVENTURE OUTLINE

A Hutt crime lord named Draba contacts the heroes about some valuable documents that she would like stolen from an Imperial bureaucrat named Narp Phiyev, who himself "appropriated" them from the Imperial Navy. These confidential documents are worth millions to the Rebellion, since Phiyev cannot contact the Rebel Alliance himself; he is trying to sell the documents to Draba. His asking price is a bit steep, though, so Draba just feels that she could acquire them more cheaply through burglary.

Draba tells the heroes that Narp Phiyev lives on Coruscant, and the Huts suspects that Phiyev is keeping the documents hidden somewhere in his penthouse apartment, in a part of Coruscant popular with middle-level Imperial officials. Unfortunately, she does not know this for sure, and she needs the heroes to locate the documents—and quickly! Phiyev has stated plainly that if Draba is not willing to meet his price within five days, he is going to offer them to another buyer. Draba can keep Phiyev on the hook for a while, but she needs the heroes to complete the job before that deadline.

Phiyev's penthouse has a high level of security, including alarms, droids, and private security guards. Although the heroes can probably just storm the place, blow open the safe, grab the documents, and disappear into the depths of Coruscant before the police arrive, Draba needs them to be more subtle. Draba does not want Phiyev to discover the theft until he opens his safe to remove the documents. She is so adamant that the heroes handle this burglary delicately, in fact, that she says that if Phiyev ever discovers the theft, he will put a high price indeed on the heroes' heads.

If the heroes can pull off this job in the next five days, Draba agrees to pay them 250,000 credits.

RESEARCHING THE JOB

To successfully steal the documents, the heroes need to know everything possible about Phiyev and his penthouse—particularly exactly which place is most occupied and real, a more the safe is—and so they have to do a little research. The specific elements of the job are detailed below.

Surveilling the Penthouse

To determine the best time to enter the penthouse, the heroes need to watch it for a few days, until they have a solid idea of Narp Phiyev's schedule and habits. The heroes can rent an apartment with a view of Phiyev's home for 800 credits per day (it is a well-off neighborhood, after all), allowing them to make two DC 30 Perception checks for each day of surveillance. (They gain a +2 circumstance bonus on their Perception checks if they rent an additional apartment with a view of the other side of the penthouse.) After five successful checks, the heroes can determine the optimal time to enter the penthouse, when Phiyev should be gone for 2 hours. (However, see "Conclusion" on page 179 for more information.)

Alternatively, the heroes can arrange an emergency that gets Phiyev out of his penthouse long enough for them to steal the documents. However, if his emergency thwarts the penthouse itself—such as a false fire alarm—Phiyev takes the documents with him. If this isn't possible, he checks on them as soon as he returns.

The Floor Plan

Obtaining a floor plan is not crucial, but it can help. If the heroes make a successful Gather Information check (DC 25, plus 5,000 credits in bribes) or if they make a successful DC 25 Perception check while surveilling the house (see above), draw the floor plan for the heroes well before the encounter begins.

If the heroes succeed on either of these checks by 5 or more, tell them about the alarms on the external doors (but not the one on the safe).

SECURITY SYSTEMS

Phiyev has been a bit more paranoid about home security since he pilfered the confidential document, so he has installed more complex locks throughout his home. All external doors and the door to the master bedroom require a DC 25 Mechanics check to disable; all other internal doors require a DC 20 Mechanics check to open. (Remember that attempting to leave no trace increases the DC by 5.)

Additionally, all the external doors are equipped with alarms. If the heroes fail a Mechanics check to open a door, a silent alarm alerts the guards in the security center, who notify the police before responding themselves. Phiyev's safe is likewise equipped with an alarm.

ENCOUNTER: THE HOUSE OF PILYEV

Challenge Level 8

This encounter serves as the climax of "Breaking and Entering," the mini-adventure introduced on the previous two pages.

When the heroes arrive at Narp Pilyev's penthouse, one security guard is in the security center, and the other is in the living room (watching a Podrace telecast). The IG-100 Series MagnaGuard outside is at the position indicated on the map, moving toward the landing pad, the MagnaGuard inside is just leaving the sitting room.

The heroes might begin anywhere on the map, provided it is outside the actual penthouse (on the veranda or landing pad), unless they have arranged to get inside the penthouse somehow (by using disguises, for example).

READ-ALoud TEXT

When the heroes arrive at the penthouse, but before they enter, give them a quick overview of the current positions of the guards and droids.

Outside the penthouse, one of the IG-100 MagnaGuard droids is slowly walking from the veranda toward the empty landing pad. Light is coming from the inside of the building. Someone is in a small, well-lit room at the back of the house, and a large viewscreen appears to be displaying rapidly moving images in a larger room opposite the garden.

If the heroes have a floor plan of the penthouse, they can identify these points as the security center and living room, respectively. Further, if they have line of sight to the sitting room or dining room, they can make a DC 25 Perception check to notice the MagnaGuard passing between the two rooms en route to the front hallway. Another Perception check at the same DC reveals the security guard in the living room.

Statistics for the IG-100 Series MagnaGuard appear on pages 201-202 of the Saga Edition core rulebook. For the security guards, use the security officer statistics on page 122.

FEATURES OF THE AREA

Pilyev's penthouse has the following features.

Illumination: If the heroes enter the penthouse at night, only the security center is well lit. Every other room is dark, but some light filters in from nearby outdoor, providing shadowy illumination. The living room is also well lit while the security guard is inside watching the podrace; otherwise, it has shadowy illumination as well.

Windows: The windows of Pilyev's home are made of durable transparent. They have DR 5 and 30 hit points.

Cameras: The cameras in the penthouse are mounted 2 meters high on the walls and cover a 90-degree arc, radiating out from the point indicated on the map. For example, the camera outside the living room scans the hallway leading to the front door, the one outside the master bedroom scans the veranda, but the area outside bedroom 2 and bedroom 3 is out of its line of sight. All the cameras have lenses that provide them with low-light vision.

Sitting Room: Narp Pilyev uses this room as his study, having two guests to entertain. The walls are lined with the arts of old-fashioned filmstrip as books. On a small table is a book of Imperial trade regulations (Pilyev's field of expertise) open to a rule regarding the disposition of animals other than livestock acquired from inside Hutt space without a license. This is not negligence on Pilyev's part; the reference number at the top of this regulation is 919 BB. It is the closest combination to Pilyev's safe. Allow the heroes to make a DC 30 Perception check to notice that there is something unusual about this one page being so prominently displayed. If the heroes do not think to note the reference number and cannot return to this room to check, allow the heroes to make a DC 30 Knowledge (bureaucracy) check to recall the number.

Security Center: One of the two security guards sits in here, monitoring the camera cameras. A holoprojector on the desk shows the security guards. A contact the Coruscant police at 11:00 with actions every 15 minutes. This guard goes to the living room to send the other guard for not conducting his patrol on schedule. For 10+ minutes during this time, he is not paying attention to the cameras.

Living Room: The other security guard is here watching a Podrace telecast. As a result, this guard patrols the house every 10+15 minutes (rather than every 5 minutes).

Garden: The garden provides abundant hiding places, though the camera in the corner still has a good view of the fountain and the front hallway. Between the foliage and the noise the fountain makes, Stealth checks here gain a +2 circumstance bonus. Entering the penthouse through the garden, however, leaves footprints on the carpets inside.

FEATURES OF THE AREA CON'D

Master Bedroom—Opening the false wall that conceals the safe requires a DC 17 Perception check. A successful DC 15 Mechanic check reveals the safe and its passcode or keypad.

Safe—Opening the safe without the passcode requires a DC 40 Mechanics check, or the heroes can destroy the safe door (DR 10, hp 20). Though the latter act also destroys the document inside. If the heroes have not destroyed the alarm, opening the safe without the passcode sets it off, alerting the security guards and the MagnaGuard droid inside the penthouse.



CONCLUSION

The heroes have no way of knowing, at the time they go in, that Narp Pilvew has altered his schedule tonight, and returns home in 90 minutes instead of an hour. For each success fewer than 5, the heroes are hindered on their surveillance (see "Surveilling the Penthouse" on page 176). Deduct 10 minutes from this time. So, for example, if they achieved only two successes, Pilvew returns after 90 minutes, even if they got at least five successes. Pilvew still arrives at his penthouse at exactly 90 minutes.

Should Pilvew return while the heroes are still in the home, he checks in with the security guards. Discovering that one is watching sports instead of guarding his house, Pilvew spends one minute berating the negligent guard, after which he goes to check his safe. The heroes have about two minutes, all told, before Pilvew reaches the master bedroom. If Pilvew catches the heroes anywhere in the house, he alerts the guards (though he makes a grab for the documents, if the heroes plainly have them). Treat Narp Pilvew as an unarmed Imperial officer (see page 284 of the Saga Edition core rulebook for statistics).

If the security guards or the droids catch the heroes in the house at any point, they attack. One guard runs to the security center as soon as possible to summon the Coruscant police. Treat as security officers, page 122), who arrive thirty rounds later.

To avoid alerting Narp Pilvew that he has been robbed, the heroes need to erase the evidence of their presence. Allow them to make Stealth checks, opposed by the Perception checks of the security guards and droids, to hide any signs of their presence. The Game Master should determine how many signs, if any, can and where they are created. Examples might include footprints on the carpet, disabled security cameras, carbon scoring on the walls, and so forth.

Things are substantially more difficult if the heroes get into a fight with either the droids or the guards. Assuming they do not stun the guards or use ion weapons on the MagnaGuards, they might have bodies to dispose of—which definitely tips off Pilvew that he should check his safe right away. If the heroes stun the guards and avoid the droids, they can make a Deception check against the guards' Will Defense, to convince the guards that they dozed off. This is a moderate deception (a major deception if the heroes do not move the guards in such a way as to suggest this possibility).

MINI-ADVENTURE #6: THE BIG HIT

"The Big Hit" is a mini-adventure designed for 8th-level heroes. It makes killers of the heroes as they strive to assassinate an ambitious Imperial Moff before he becomes a Grand Moff.

ADVENTURE OUTLINE

Draba the Mutt has had numerous mutually lucrative business arrangements with Moff Zerex, but she has learned that the Moff has plans to "crack down" on racketeering once he becomes a Grand Moff. This could be just a politician's empty promise, except for the fact that Draba knows that Zerex himself is a racketeer, hiding behind a "law and order" political image while simultaneously using his political connections to conduct his illegal business. As a Grand Moff, he will be able to threaten Draba—if not have her arrested—and the Mutt cannot allow that to happen. She offers the heroes 50,000 credits to assassinate Zerex before he can become a Grand Moff.

SETTING UP THE HIT

To pull off the assassination of an Imperial Moff, the heroes must learn where Zerex is going to be, at what time, and what kind of protection he is likely to have. They are also going to need an exit strategy whether they succeed or fail.

Zerex is an elderly, if still mostly vital, Human male with a thin mustache and a receding hairline that leaves him with a widow's peak. He wears an Imperial uniform, the left breast resplendent with rank insignia.

Tracking the Moff

Locating Moff Zerex is never difficult—he is a public figure, after all—but knowing in advance where he's going to be is a bit trickier. The heroes can make a DC 25 Gather Information check (with 5,000 credits worth of Imbues per check) to learn what his schedule is leading up to the inauguration.

Once they have this data, the heroes can make a DC 15 Knowledge (tactics) check to determine that, between now and the inauguration, the Moff is going to be deep inside highly secure Imperial military installations for the next several days. Then, Zerex flies to Borleias for the ceremony. He arrives the day before and stays overnight at the luxurious Royal Hotel.

Casing the Royal Hotel

The Royal Hotel caters to the ultra-rich—Imperial luminaries in particular. The owners of the Royal pride themselves on two facts: the hotel's picturesque location in a sprawl of sunsets, along beach, and the hotel's opulence.

The climate on Borleias being what it is, the hotel does not bother with paternal doors; anyone can walk right into the lobby. The interior has doors on offices, closets, and, of course, guest rooms, all of which require a caded cylinder to open (DC 25 Mechanics check, DR 5, hp 20).

The heroes can make a DC 20 Gather Information check (plus 2,000 credits or Imbues) to get a copy of the hotel's floor plan, including the areas that are normally restricted to employees only. Alternatively, the heroes can physically reconnoiter the hotel: a successful DC 15 Perception check gives them a good idea of where the entrances and exits are. In either case, if the heroes have obtained a floor plan, draw the map for the heroes well before the encounter begins. If the heroes have a copy of the floor plan that includes the employees-only sections, they gain a +2 circumstance bonus on Knowledge (tactics) and Stealth checks that involve using those sections.

Should the heroes fail the Gather Information check by 5 or more, or if they attempt to enter restricted areas during their physical reconnaissance, they are approached by hotel security (two officers for each hero involved), who attempt to take them into custody in a windowless conference room in the bowels of the hotel. The security chief questions the heroes on who they are, whether they are natives of Borleias, the reasons for their interest in the hotel, and so on—all while his subordinates verify the heroes' identities (and check for criminal or anti-Empire histories) on the Holonet. The heroes must defeat the security chief with a Deception check against the chief's Will Defense to avoid arrest by Imperial authorities. If the heroes succeed but do not beat the chief's Will Defense by 5 or more, he has them banned from the Royal Hotel instead of having them arrested. If the heroes were carrying no suspicious equipment (such as unlicensed equipment or any weapons) and did not resist, this is a simple deception (+5 on Deception checks); otherwise, it is at least a moderate deception, or difficult (+5 on Deception checks) if carrying any unlicensed or illegal equipment.

Treat hotel security guards as security officers (page 122) and the security chief as an inspector (page 123).

GETTING ON SITE

Although the heroes can easily get onto the grounds of the Royal Hotel at nearly any time before the arrival of Moff Zerex, if they try to get into the hotel or even within 500 meters of it) on the day of the Moff's arrival, they must avoid a platoon of stormtroopers. If the heroes try to enter the hotel by any entrance other than the lobby, they must bypass (or overcome) two stormtroopers. Should they try to enter through the lobby, they have at least twenty stormtroopers outside the hotel and another twenty stationed around the lobby (see the map on page 183).

Registered Guests

The heroes can book rooms at the Royal Hotel, but if their stay includes either of the two days Zerk will be visiting, they will be quietly investigated by the Imperia. Of their rating the patron assigned to Moff Zerk. If this background check turns up any irregularities, the heroes are allowed to stay right up until the morning of the Moff's arrival—at which point they are awakened before sunrise and informed by hotel staff that they are no longer welcome at the Royal Hotel. They are allowed to dress and gather their belongings under the watchful eye of the hotel's guards, but while the hotel staff undoubtedly pretends not to know the circumstances, ordering circumstances does the Royal Hotel allow the heroes to stay longer than another hotel on Iluv.

Hired Help

Another option is for the heroes to hire help at the Royal Hotel. Employment there does require a background check, particularly with the Moff's impending visit, and if the heroes do not pass, the heroes are neither hired nor allowed on hotel premises again.

GETTING OUT AGAIN

If the heroes perform the actual assassination on inside the Royal Hotel, they might have to fight their way out, though a good description of Stealth check can get them outside without using a single blow. The heroes have a few options, though the Game Master should be prepared for any other plan the heroes devise.

Diversion. The heroes can activate a fire alarm to create panic and confusion and provide them with cover for escaping the building. If the Moff is alive at this time, he will be rushed to a waiting landspeeder—an excellent opportunity to take him out.

Hiding. If the heroes have successfully eased the Royal Hotel, they gain a +2 circumstance bonus on Stealth checks to avoid the inevitable search for the Moff's assassin. If the heroes were silent, the restricted areas the circumstance bonus increases to +4.

Flight. The heroes can also stage a rapid "hit-and-run" tactic on the Moff, killing him as quickly as possible and then running. If the heroes have successfully eased the hotel, they gain a +2 circumstance bonus in any hit-and-run check. They must make when confronted by stormtroopers guarding the exits.

Sniping. If the heroes decide the hotel is too secure, they might decide to attack the Moff when he first arrives and exits his landspeeder. A DC 25 Stealth check gets the heroes within 200 squares (long range for a rifle), and a DC 25 Perception check is needed to identify the Moff as that ranger, assuming they use electrobinoculars or a targeting scope. The Moff will have armor and concealment during the stormtroopers around him, and the heroes will have only two full rounds before the Moff is rushed to safety.



ENCOUNTER: KILLING TIME

Challenge Level 8

This encounter serves as the climax of "The Big Hit," the mini-adventure introduced on the previous two pages.

This encounter assumes that the heroes stage their attack on Moff Zerex in the lobby of the Royal Hotel—when he is at his most vulnerable. If the heroes set up their attack anywhere else, the Gamemaster will have to improvise the map and the setup, though the majority of the particulars remain the same.

The heroes can arrange to be anywhere in the lobby or outside the lobby (allowing them to come in by one of the entrances). Moff Zerex (Z) begins in the position indicated, along with his Imperial officer aide (A), stormtrooper bodyguards (S), and the manager of the Royal Hotel (M). Hotel staff (C) and hotel security officers (O) are also indicated on the map.

READ-ALoud TEXT

After Moff Zerex exits his landpeeder and walks to the hotel—between two rows of stormtroopers standing at attention—he stops at the head of the stairs, where the Royal Hotel's manager is waiting to greet him.

Moff Zerex comes to a halt at the head of the steps leading up from the beachfront road to the hotel's main entrance. A distinguished-looking man—the hotel's manager—extends his hand in a warm greeting, and the two men pause to chat. The manager gestures, clearly pointing out the Royal Hotel's features and amenities, and Zerex smiles as though he's interested.

Assuming the heroes do not act immediately, the manager accompanies Zerex inside.

After a few minutes of admiring the view and making small talk, Moff Zerex and the hotel manager turn and enter the hotel lobby, heading for the central rotunda.

MOFF ZEREX

Zerex began his career as an Imperial supply officer and parlayed that into a career of crime, including spice-smuggling, gambling, and numerous other vices. He realized that he could make much more money—legally, at that—pursuing a career in politics instead, and, after a few years, found himself appointed governor of Dred Adair. However, it was not long before he decided that he could make even more money, and work less, if he were a Moff, and so began using his contacts—both criminal and legitimate—to put himself in a position to be appointed to the post when the Meridian Sector's previous Moff "died." He retired early. Never satisfied with power, Zerex soon set his sights on the rank of Grand Moff and, at only a few months, his dream is coming true.

Moff Zerex (Z)

CL 7

Medium Human nonheroic 4/fine 4/ferme 4/rd 2

Dexterity: Force 4 Dark Side 1 Strong in the Force

Init +5 Senses Perception +12

Languages Basic Bothese High Galactic Huttese

Defenses Reflex 8 (Rat-footed 10) Fortitude 17 Will 23 Command cover +1, Inspire Fear 11

hp 23 Threshold 22

Speed 6 squares

Melée unarmed +6 1d4+2

Ranged sporting blaster +2 (3d4+3)

Base Atk +7 Grp +7

Special Actions Impulsive Flight

Abilities Str 8, Dex 1, Con 10, Int 12, Wis 15, Cha 18

Talents Connections, Inspire Fear Inspire Fear II, Wealth

Fears Improved Defenses, Improved Damage Threshold, Impulsive Flight Skill Focus (Deception) Gather Information, Knowledge (Bureaucracy), Knowledge (Social sciences), Persuasion, Skill Training (Knowledge (Social sciences)), Strong in the Force Weapon Proficiency (pistol)

Skills Deception +19, Gather Information +19, Knowledge (Bureaucracy) +18, Knowledge (Social sciences) +18, Perception +12 Persuasion +18

Possessions sporting blaster, comlink (encrypted), code cylinders, credit chip

Zerex's Tactics

Zerex lets his stormtroopers coordinate his escape from the assassination attempt, though, if given an opportunity, he draws his sporting blaster and puts up a fight.

Stormtrooper Tactics

Once anything "un-ordinary" occurs, the stormtroopers try to accomplish two goals. First, every stormtrooper within 6 squares of Moff Zerec "takes" one tile to go in the way of a lock, and allowing him to take an escape of his Command Code. After they hear him go, the lock serves as quickly as possible (conclusion), opening at least two stormtroopers to cover each exit, allowing no one in or out.

If the stormtrooper sees anyone armed with a weapon, he tries before or after the assassination attempt, they open fire.

CONCLUSION

If the heroes attempt to assassinate Moff Zerec and fail, his Imperial Stormtrooper bodyguards rush him out of the Royal Hotel in a landspeeder into a heavily guarded Imperial research facility about 30 kilometers away from the off-Borleias aboard an Imperial Assault Shuttle, and from there to Coruscant, where he is interrogated the next day.

Should the heroes succeed in killing Moff Zerec, however, and escape of the Royal Hotel without being arrested or killed by the stormtroopers, they still have to flee Borleias before the invasion garrison into the Moff's death leads the Empire to their doorstep, leaving immediately a trap at the entrance and waiting "lighter squallions" to kill and pursue the heroes until they enter hyperspace. Even though their main job is to bring the heroes back to the planet surface and into custody, they are content to follow the heroes out of the way, or failing that, to at least "transmit" the transponder code from the heroes' ship back to the base, so that the Empire knows who to look for later.

On the other hand, the heroes can lay low on Borleias for a few days until the heat of their escape is somewhat without attracting too much suspicion. When the heroes do attempt to leave, they are questioned by customs officers (treat as inspectors, page 23) stationed at every spaceport and docking bay, along with a squad of stormtroopers. The heroes' Deception check must beat the off-planet Will Defense. The check fails the stormtroopers attempt on a roll the heroes using lethal force is necessary, the heroes gain a circumlocution bonus on their Deception check if they were not physically nearby during the Moff's assassination (for example, if they shot him with a sniper rifle or they planted a bomb in the hotel lobby). This bonus increases to 4 if the heroes assassinated Moff Zerec using a subtle method (such as poison).

However, on each day that the heroes arrive on Borleias, make a Gather Information check for the inspectors investigating the Moff's death. The base Will modifier on this check is +3, but the inspector takes a -2 penalty on his check if the heroes were not on the floor for the assassination or if a penalty if the heroes used a subtle method.

With a Gather Information check result of 20 or more, the inspectors decide that the heroes are suspects. With a second Gather Information check against DC 25, the inspectors locate the heroes on Borleias and add in with three squads of stormtroopers to arrest them.

FEATURES OF THE AREA

The lobby of the Royal Hotel has the following features:

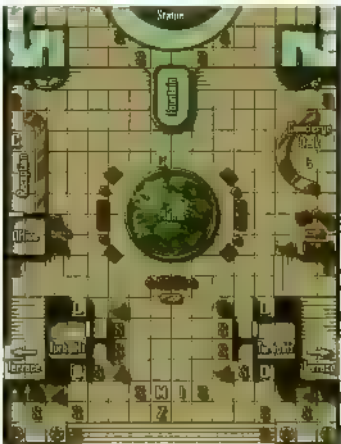
Illumination: The lobby is brightly lit, even at night.

Reception/Concierge Desk: Both provide cover to characters behind them. If the stormtroopers cannot get Zerec out of the building for some reason, they move him into the office behind Reception.

Turbulift: Calling a turbulift requires 206-42 rounds, unless a character is holding the elevator.

Plants: Plants in the lobby provide concealment.

1 square = 1/4 meter



MINI-ADVENTURE #7: ESCAPE OR DIE

"Escape or Die" is a mini-adventure designed for 10th-level heroes. It details what happens when the heroes are convicted and sent to the spice mines of Kessel—and gives them a slim chance to get out.

ADVENTURE OUTLINE

The law has finally caught up to the heroes, and they have been sentenced to years of hard labor in the spice mines of Kessel. The work is grueling, and the conditions intense—and things are not improved by the fact that one of the other prisoners, an Ubese bounty hunter named Solvek, has a history with the heroes, and does his best to make their lives miserable. If not get them killed.

This adventure begins with the heroes already on Kessel, though the Game-master might wish to set up the events that led to their incarceration.

CONDITIONS ON KESSEL

Kessel is a harsh world with little breathable air aside from that provided by the atmospheric factories on the surface. A breath mask is required to travel anywhere on the surface. Ancient ruins and tombs—believed to be of Sith origin—dot the landscape, though most have long since been found to be anything valuable. The planetoid has virtually no indigenous lifeforms, the major exceptions being a species of skeletal, avian beasts that occasionally attack prisoners who stay out in the open for too long—and the spice spiders that live in the mines, creating glitterstim spice.

In the Cells

The unfortunate criminals who are sent to Kessel spend most of their time in the mines, but when they are off shift, they eat and sleep in barracks located about 10 meters below the surface. Each cell block houses up to 200 inmates, gathered together into one large room. The only separation between prisoners is along species lines; the Humans stay out of the Gands' part of the barracks; the Gands stay out of the Devoroniens' area; the Devoroniens stay out of the Woolfies' turf; and so on. Crossing into another species' territory is asking for a brutal beating, at the very least.

Prisoners on Kessel are not supposed to be armed, but most prisoners have at least a makeshift knife kept in or near their bunk (and definitely within reach while sleeping). These weapons appear when a prisoner has been marked for death by other prisoners, disappearing again with the help of the attacker's comrades.

Treat other inmates as thugs, Rebel troopers, elite Rebel troopers and assassins (see Chapter 12 of the Saga Edition core rulebook for statistics). These inmates are armed only with knives.

Inside the Mines

Kessel's glitterstim mines consist of a network of small, dark and stifling tunnels that extend for miles beneath the surface, including several sublevels, connected by grimy industrial air shafts. The tunnels are only about 2 squares wide, extending in 4 squares at intersections. The atmosphere is slightly toxic. Every hour that a character without a breath mask is exposed to it, which includes virtually all the miners, make an attack roll (1d20 + 1) against that character's Fortitude Defense. If the attack succeeds, the character takes 1d6 damage and moves +1 persistent step on the condition track. If the attack misses, the miner takes no damage. The persistent condition is removed by breathing a normal atmosphere for one full hour (such as using a breath mask or returning to the prisoner barracks).

ENERGY SPIDERS

Even though glitterstim is created from their sticky webs, energy spiders, also known as spice spiders, are a constant threat to the miners on Kessel. They inhabit subterranean areas and are attracted by light and energy. They attack by means of hurling loops of sticky webbing at their victims, then reeling them in to deliver a sting that slowly drains the life energy out of the hapless victim. They are usually encountered in groups of 1 to 3.

Energy Spider

CL 5

Medium (terrestrial) beast 5

Init +12 Senses darkvision; Perception +4

Defenses Ref 19 (flat-footed 15), Fort 2 Will 11 natural +5

hp 35 DR 5 Threshold 12

Speed 6 squares, climb 6 squares

Melee sting +6 (d4-2 plus 1d drain)

Ranged web snare +8 (grapple +8)

Fighting Space square Reach 2 squares

Base Atk +4 Grp +8

Atk Options Pin Trip

Special Actions life drain

Abilities Str 15, Dex 18, Con 14, Int 3, WIS 12, Cha 7

Fears Pin, Skill Training (Initiative), Trip

Skills Climb +6 (can reroll), can take 10 when threatened,

Intuitive +2 Survival +4

Web Snare—An energy spider can shoot a bundle of webbing up to 6 squares as a ranged grapple attack. If it succeeds, the energy spider pulls the target into its square as a standard action by succeeding on an opposed grapple check. The target can free itself with a successful opposed grapple check, as with any other grapple, or it can attempt to destroy the webbing. The webbing has 5 hp, DR 15 (slashing), and break DC 25.

Life Drain—Any living creature damaged by the energy spider's sting attack also moves +1 persistent step on the condition track. A living creature reduced to 0 hp by this attack is ruled automatically, but that creature may spend a Force Point to instead be unconscious.

The prisoners use a double-acting shiv to break up the oil and get a better grip. This unique "kese-bulu" knife requires a brave warrior to spark a fire and use it as a weapon. The mine can also be used as a weapon. The prisoners use a double-acting shiv to break up the oil and get a better grip. This unique "kese-bulu" knife requires a brave warrior to spark a fire and use it as a weapon. The mine can also be used as a weapon.

THE GUARDS

The guards at the prison have a very comparable to those of the prisoners. The guards at the prison have a very comparable to those of the prisoners. The guards at the prison have a very comparable to those of the prisoners. The guards at the prison have a very comparable to those of the prisoners.

The guards have a very double-acting shiv to break up the oil and get a better grip. This unique "kese-bulu" knife requires a brave warrior to spark a fire and use it as a weapon. The mine can also be used as a weapon.

GETTING OFF KESSEL

The Gamemaster can use the following encounter to detail all the steps involved in escaping from Kessel. Use them as a basis for making up his own procedures.

Making Friends

A successful persuasion check can improve the attitude of other prisoners. A successful persuasion check can improve the attitude of other prisoners. A successful persuasion check can improve the attitude of other prisoners. A successful persuasion check can improve the attitude of other prisoners.

Bribes

Although the stormtrooper guards are immune to bribery, the prison doctor and the supply officer are not. If the hero can bribe the prison doctor, he can get a better grip. This unique "kese-bulu" knife requires a brave warrior to spark a fire and use it as a weapon. The mine can also be used as a weapon.

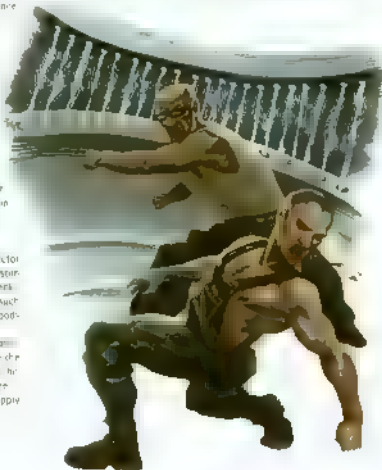
The supply officer is a very double-acting shiv to break up the oil and get a better grip. This unique "kese-bulu" knife requires a brave warrior to spark a fire and use it as a weapon. The mine can also be used as a weapon.

Establishing Dominance

The hero can use a double-acting shiv to break up the oil and get a better grip. This unique "kese-bulu" knife requires a brave warrior to spark a fire and use it as a weapon. The mine can also be used as a weapon.

Solvek

Eventually, the hero will have to solve the puzzle of the stormtrooper guards. The hero can use a double-acting shiv to break up the oil and get a better grip. This unique "kese-bulu" knife requires a brave warrior to spark a fire and use it as a weapon. The mine can also be used as a weapon.



ENCOUNTER: CHAOS ON KESSEL

Challenge Level 10

This encounter serves as the climax of "Escape or Die," the mini-adventure introduced on the previous two pages.

Once the heroes have bribed a supply shuttle pilot into being helpful, he agrees to land his shuttle on the landing pad during the heroes' next rest period, load as many inmates as he can aboard, and fly them all to Mar Shaddeen. Because landing without authorization will draw fire from the guards in the towers, though, he insists that the heroes stage a riot to distract the guards. Unfortunately, Solvek and his gang take advantage of the chaos to settle the bounty hunter's score with the heroes.

Set up the map as indicated. The heroes can set up anywhere in the landing pad, inside the fences.

READ-ALoud TEXT

The action begins when the landing pad controller notices an inbound shuttle and relays this information to the guards:

Your rest period on the landing pad is interrupted by a strident alarm, accompanied by a guard's voice on the loudspeaker: "All inmates exit the landing pad immediately!" That's the signal—the prisoners nearest the guards rush the gates, trying to better their way through.

Across the landing pad, you see the bounty hunter Solvek motion to his cronies. They begin moving toward you.

SOLVEK, IMPRISONED BOUNTY HUNTER

Solvek once worked for Draba the Muti, but when Draba started using the heroes to pull the more lucrative jobs, Solvek had a falling-out with Draba—until Draba tried to feed Solvek to a nexu. After escaping Draba's clutches, Solvek tried working for the Empire but made the mistake of taking a job with Governor Zerex. Learning of Solvek's grudge against Draba and the heroes, Zerex decided he no longer needed the bounty hunter's services and had him arrested on trumped-up charges and sent to rot in the spice mines on Kessel. Once he learned what prompted his arrest and incarceration, Solvek added Zerex to his hate list.

Solvek (5)

Medium Wabese soldier 4/scout 3/bounty hunter 3

Destiny 2 Force 5 Dark Side 5

Init +4 Senses Perception +16

Languages Basic, Mar, exo, Ubannig, Wabese

Defenses Ref 20 (flat-footed 24), Fort 25, Will 2

Kp +67 Threshold 25

Speed 6 squares

Melee knife +16 (1d4+5, Devastating Attack)

Ranged hold-out blaster +13 (3d4+5, Devastating Attack) or

Ranged nois-maker blaster +13 (1d4+5, Devastating Attack) with Deadeye

Base Atk +9; Grp +13

Ath Options Aggressive, Deadeye, Hunter's Mark, Point Blank Shot,

Precise Shot

Special Actions Familiar foe +1, Shake It Off

Abilities Str 0, Dex 18, Con 16, Int 12, Wis 13, Cha 14

Special Qualities simple equipment

Talents Acute Senses, Devastating Attack (pistols), Devastating Attack

(simple weapons), Hunter's Mark, Improved Initiative, Notorious

Fears Armor Proficiency (light, medium), Deadeye, Point Blank Shot,

Precise Shot, Shake It Off, Skill Focus (Perception), Skill Training (Pilot,

Survival), Weapon Focus (pistols, simple weapons), Weapon Proficiency

pistols, rifles, simple weapons

Skills Endurance +13, Initiative +14 (can reroll), Perception +16 (can

reroll), Persuasion +7 (can reroll when intimidating and take better

result), Stealth +14, Survival +11 (can reroll)

Possessions hold-out blaster, knife, breath mask

Solvek's Tactics

Solvek doesn't have time to be tricky. He sends his hoods (Arbel hoppers) to grapple the heroes and waits for an opportunity to aim (so he gets the benefit) of his Deadeye fear. If the combat comes to him, Solvek tries to keep his opponents flanked between him and his troops.

Guard Tactics

Once the rioting starts, the heavy stormtrooper guards immediately recognize that a prison break might be occurring and make sure that all the doors are locked. The guards on the ground—in the fenced-off areas, or inside the building—hold their stations unless someone gets through the gates, in which case they use deadly force.

The guards in the towers, meanwhile, open fire on any prisoner who is actively engaged in fighting a guard, if no prisoners are in line of sight. The tower guards open fire on any prisoners who do not lie flat on the ground.

FEATURES OF THE AREA

The area around the landing pad has the following features:

Illumination: The landing pad and the interior of the building are well lit, but the tunnels into the mines are not lit at all.

Fences: Most of the fences are electrified, except for at the various gates. Each round a character touches an electrified fence, make an attack roll (1d20+5) against the target's Fortitude Defense. If the attack succeeds, the target takes 2d6 stun damage and is pushed square directly away from the fence. If the attack fails, the target takes half damage.

Doors: All doors in the facility are locked (DC 25 Mechanics check; DR 5, hp 15).

Gates: Each gate is locked (DC 25 Mechanics check; DR 5, hp 15). A character can attack through the gate at a -2 penalty, or batter down the gate (DR 3, hp 25).

Guard Towers: Once inside, it takes 10 squares of movement to reach the guard platform at the top of the tower.

Assembly Area: The guard stations in the infirmary and processing center look into the assembly area. Anyone in a guard station can remotely unlock the door from this area to the landing pad as a move action.

Processing Center: This area is used for searching prisoners. Anyone in the guard station can remotely unlock the door from this area to the assembly area as a move action.

Holding Cell: The guards use the holding cell to detain prisoners who have been caught with contraband or who otherwise are in need of disciplinary action. They keep prisoners here until they establish control over any other prisoners who might still be in the landing pad area.)

Infirmary: This area is used to treat minor injuries (which means applying a medpac and sending the inmate back to work). Inside a locked cabinet (DC 25 Mechanics check; DR 3, hp 1d1) are a total of eight medpacs. Anyone in the guard station can remotely unlock the door from this area to the assembly area as a move action.

Surgery: This area is used to treat major injuries and, occasionally, to conduct lifesaving surgery. The prison doctor—treat as a Rebel Trooper (see page 280 of the Saga Edition core rulebook) but substitute Treat Injury for Initiative—is normally on here, unless the heroes have made previous arrangements with him; he leaves as soon as the alarm sounds.

CONCLUSION

If the heroes can hold out for 5 rounds, the supply shuttle sets down in the center of the landing pad. Treat the shuttle as a LAATH gunship, armed only with anti-personnel laser cannons, and with a crew of only one person (leaving room for 35 passengers). The shuttle is equipped with a class 4 hyperdrive.

If Solvek is still alive when the shuttle lands, he tries to board and kill the pilot (treat as a security officer, page 122). Should he succeed, he immediately is off and heads for space, even if none of his cronies are aboard for him (some of the heroes are). If some of the heroes got aboard, he quickly sets a course for space before dealing with the heroes.

Once the shuttle leaves Kessel—no matter who is piloting—it still has to escape through the Maw Cluster and evade pursuit from Kessel's small fleet of patrol craft. For more information on navigating the Maw, see *The Kessel Run* (page 97).

■ Guard ■ Rebel ■ Resource



MINI-ADVENTURE #8: WANTED ALIVE

"Wanted Alive" is a mini-adventure designed for 12th-level heroes. It puts the heroes in the role of bounty hunters tracking down a thief on Nar Shaddaa. Unfortunately, this thief is a shapeshifting Clawdite who fancies himself a Sith Lord.

ADVENTURE OUTLINE

The heroes receive word that Draba the Muft is offering a 100,000-credit reward for the capture of a thief named Poi Virten, who stole ancient artifacts from the Muft gangster, unknown to either the heroes or Draba, however, Virten is not a Human, as he appears, but a Clawdite shapeshifter—and a Sith. Virten wants the artifacts to strengthen his dark side powers, and he hopes that Draba sends bounty hunters after him so that he can try out his new abilities. To that end, he has seen to it that word has spread that he is on Nar Shaddaa, "hiding out" in a casino known as The Kessel Club.

LOCATING POI VIRTEN

Although Virten has spread the word of his whereabouts, he has not made it too easy. He is not entirely sure of his new dark side powers, and he worries that bounty hunters will attack him en masse, overwhelming him before he has a chance to strike back. Thus, he has spread rumors that he is on a dozen other worlds, to throw off the scent.

A successful DC 25 Gather Information check (and 500 credits in bribes) puts the heroes on the right track. For each 5 points by which the heroes fail their check, it takes the heroes a few days to track down false leads, and, in the meantime, Virten unlocks another Sith ability (see below). The more the heroes fail, therefore, the more powerful Virten gets—and the harder it is to take him down without killing him (a pleasure Draba wants for herself).

THE SITH ARTIFACTS

Poi Virten might be a Sith apprentice, but his powers are still comparatively weak. Most of his abilities come from the Sith artifacts that he stole from Draba: a broken double-bladed lightsaber and a fragment of a Sith holocron. With time, Virten could learn a great deal from these items; for now, however, he is merely channeling dark side energy through them—though he believes the power is coming from him.

Double-Bladed Lightsaber: Only one blade of Virten's double-bladed lightsaber works, making it essentially a lightsaber with an extra-long handle. Virten has been practicing with it and has become proficient in its use. He has also learned not to hold it in his hand and concentrating, he can move larger objects than he ever could before (using Move Object).

If the heroes fail their Gather Information check by 5 or more, Virten also learns to use the lightsaber to jump great distances—using surge.

If the heroes fail their Gather Information check by 15 or more, Virten gains greater control over his telekinetic ability (improved Move Object).

Holocron Fragment: The holocron fragment is an odd-shaped shard of crystal with writing on it in the Sith alphabet. When Virten sleeps with the holocron nearby, he dreams of the Sith, and, when he awakes, he remembers scraps of what he dreamed. Virten has begun to believe that these dreams are signs that he is a reincarnated Sith Lord, learning to focus the Force on multiple targets (using Multitarget Power).

If the heroes fail their Gather Information check by 10 or more, Virten learns to use the Sith holocron to restore his hit points (using Improved Force Heal).

If the heroes fail their Gather Information check by 20 or more, Virten learns to use the Sith holocron to restore his Force Points—using Force Point Recovery.

ON THE TRAIL OF VIRTEN

In addition to his scheme of using multiple false leads to throw off Draba's agents, Virten has made friends on countless worlds, and he has warned them that bounty hunters might come looking for him. Since many of these friends also have prices on their heads, they are more than willing to try to take down the heroes as a favor to Virten (and as a way of avoiding capture).

Below are three encounter seeds for the heroes to handle. The Gamemaster can present these in any order, and even omit one or two of them. The final encounter (see page 190) has the heroes confronting Virten at The Kessel Club.

Mistaken identity

The heroes arrive at one of the false locations for Poi Virten and find that he has been arrested by the local authorities for smuggling. The authorities are immediately suspicious of the heroes' interest in their prisoner, and, while they do not arrest (or even detain) the heroes, they do everything they can to delay the heroes until they can determine whether the heroes have any outstanding warrants of their own.

ENCOUNTER: SHOOTOUT ON NAR SHADDAA

Challenge Level 12

This encounter serves as the climax of "Wanted Alive," the multi-adventure introduced on the previous two pages.

The heroes track Poi Virten to the Kessel Club on Nar Shaddaa, but must approach the club from the far side of a deep canyon between two buildings. They cannot enter the club directly without getting into a fight with the bodyguards outside, which would alert Virten and allow him to escape through another exit. Instead, they must wait on the opposite walkway until Virten is out in the open.

The heroes can set up anywhere on the eastern walkway (not including the bridge).

READ-ALONG TEXT

The heroes arrive a few rounds before Virten emerges from the club, intending to return to his apartment in a better part of the city. He is flanked by bodyguards, and six more are stationed around the walkways on the club side. Civilians move about on the walkways as well, providing additional distractions.

You are barely in position when the doors of the club open and a pair of tough-looking thugs wielding vibro-saws emerge, casting wary eyes around the walkways. A moment later, Poi Virten strides out, dressed in flowing robes and sporting a sinister smile. After pausing to let the bystanders get a good look at him, Virten and his entourage move toward an air-lift station, just to the south of the club entrance. In the distance, an airspeeder drops out of the sky and begins moving toward the club—apparently to pick Virten up.

POI VIRTEN, SELF-STYLED SITH LORD

Poi Virten made his fortune through burglary, using his Clawdite shapeshifting abilities to infiltrate secure locations and walk away with whatever he could get his hands on. Virten knew he was special, and when he discovered that he could move objects just by concentrating on them, he knew that he had a special destiny—as a Sith.

Recently, he took a job for Darga the Hutt, liberating a handful of Sith artifacts from a museum in the Hapes Consortium. Before he could deliver them to his employer, however, Virten began to have dreams in which he was a Sith lord, using an empire where Huxts feared and respected him—not the other way around.

Virten quickly realized that these dreams came from one of the artifacts he had stolen, a fragment of an ancient Sith holocron. Seizing his opportunity for greatness, Virten betrayed Darga and sold all but two of the artifacts—the holocron and a malfunctioning double-bladed lightsaber—to finance his new empire.

Poi Virten (P)

Medium Clawdite secondary 7/Sith apprentice 7

Destiny 1, Force 5 Dark Side 9

Init +12 Senses Use the Force +10

Languages Basic, Clawdite, Huttish

Defenses Ref 23 (Flat-Footed 20), Fort 21 Will 19; Dodge Mobility
hp 52 Threshold 2

Speed 6 squares

Melee lightsaber +6 (2d6+6)

Ranged blaster pistol +9 (3d6+4)

Base Atk +6 Grp +9

Atk Options Point Blank Shot, Sneak Attack +2d6

Special Actions Knock, shapeshift, starble

Force Powers Known (Use the Force +10): *dark rage, move object, surge!*

Force Secrets Multitarget Power2

Force Techniques Force Point Recovery2, Improved Force Trance2,
Improved Above Light Object1

1 Virten gains this power from physical contact with the double-bladed lightsaber

2 Virten gains this power from physical contact with the Sith holocron fragment

Abilities Str 12, Dex 17, Con 12, Int 13, Wis 9, Cha 13

Talents Force Deception, Force Perception, Knock, Sneak Attack +2d6

Feats Dodge, Force Sensitivity, Force Training, Mobility, Point Blank Shot, Weapon Finery, Weapon Proficiency (lightsabers, pistols, single weapons)

Skills Deception +10 (can take 20 when disguising self), Gather Information +10, Initiative +12, Stealth +12, Use the Force +10

Possessions malfunctioning double-bladed lightsaber (can act as lightsaber), blaster pistol, Sith holocron fragment, comlink, credit chip

CL 9

Virten's Tactics

[illegible]

For flights only up to a specified weight, however, at which point it runs for the 3-cylinder and is 100% fuel.

Bodyguard Tactics

As soon as light is cast, and Virtue assumes the appearance of an Alquist, all of Virtue's bodyguards grab her nearest civilian and rush him toward the window in an evacuation attempting to deceive the enemy, all thinking they are helping Virtue away, while the Candidate escapes to his Alquist. As soon as he is free to secure his evacuation and he bridge the gap for the 60 million.

From VIKTOR'S DOUGLAS as enforcer page 15, armed only with heavy blaster pistols.

FEATURES OF THE AREA

The area around the Kessel Club has the following features

Illumination Each lamp post provides illumination out to 30 feet and shadowy illumination for another 30 feet.

Canyon A fall off a walkway is pretty well fatal. The drop is over 600 meters (2000' damage).

Crates The crates scattered about on the eastern walkway are all large cargo containers that provide cover to anyone hiding behind them.

Civilians. The civilians take cover immediately as soon as any fighting begins. Each round, at the end of the round, they spend 1 square

toward the edges of the map, once they approach within 5 squares of an edge—provided no combatants are in the way—they stand up and run the rest of the way.

Air Taxi: The air taxi at the eastern taxi station stays until the nearest civilians board (the end of the first round after fighting begins), and flies away at the end of the second round. While it is still at the taxi station, however, a hero can use it to shorten the jump between the eastern and western walkways.

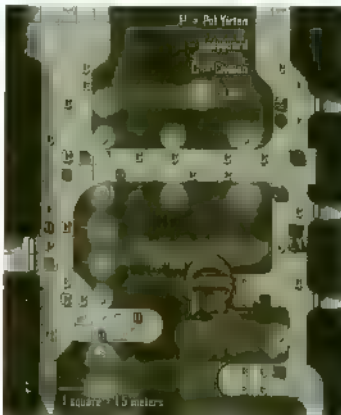
Airspeeder: Viren's airspeeder is an open-topped air shuttle (use the statistics for an Incom T-47, removing all weapons and reducing cover to one-half), with room for eight persons. It arrives 10 rounds after Viren exits the Kessel Club.

CONCLUSION

[illegible]

1. Winter escapes to his studio he does he controls and does as quickly as possible to the prison there a means of giving those who are taken and chances to go to next off the B-100 see "Oswald Course" page 89.

On the other hand, if one or more of the heroes get aboard the shuttle with him, given time to get a point-and-away from the rest of the heroes' before dealing with those aboard his ship.



CHAPTER VII THE FELL STAR



PART 1: LOST AND FOUND

Mos Eisley is a large starport with a long history of criminal activity. Even when under the firm control of the Galactic Empire, the criminal elements of Mos Eisley thrive, seemingly unhindered by the might of the galactic superpower. In fact, the war of the Rebellion does more to expand the black market on Tatooine than any efforts made by the Hutt in the centuries before its rise.

During the starport's high points, Mos Eisley is primarily controlled by the Desjillic Hutt, but other contenders work on the sidelines. One such contender is Prelio the Hutt, a self-described small-timer from the Anjiliac kajidic. Prelio's areas of expertise include burglary, stolen art, and obscure artifacts. Though she keeps none of these items for herself, Prelio takes a personal interest in their acquisition and dispersal to interested parties. She is a fence—someone who can find a buyer for nearly anything of value that crosses her path.

In her line of work, Prelio maintains a group of employees to perform specific duties on her behalf. Her retinue contains everything from con artists to spies to thugs for times when violence is the only alternative. One of her most valued employees, however, is a Balosai rogue by the name of Barin Trevina.

Trevina left the polluted filth of his homeworld and came to Tatooine in search of a better life. His cousin Oley secured legitimate employment, but Barin preferred to utilize his skills as a burglar for hire. He claimed to be skilled enough to gain access to any building in Mos Eisley and he has gone so far as to accept challenges from anyone willing to risk a wage. That was how he came to the attention of Prelio, and he has proven a valuable asset to her ever since.

Recently, Barin has gone missing, and Prelio is at a loss without her favorite thief at her beck and call. She had sent him out in search of information on a strange artifact known only as the Fell Star. Barin's last communication with Prelio indicated that had found the location of the Fell Star, but he was not specific about where it was. He mentioned that he had attracted unwanted attention, but he assured her that could take care of himself.

That was over a week ago, and Prelio has grown increasingly agitated as the time has passed.



A JOB THAT NEEDS DOING

The heroes are introduced to Prelio, either through a secondary contact or through previous work with the Hutt. Prelio keeps many individuals on call, so it is likely that one or more of the players have worked for her in the past. Prelio is not the typical megalomaniac Hutt. She earns the grudging respect of her contract employees even as she earns the derision and disgust of her fellow Hutt.

Prelio calls the heroes to her townhouse in an upscale part of Mos Eisley. Unlike the typical Hutt, Prelio meets her guests at the door and makes a point of fussing over them in person, offering aperitifs and drinks to ease their appetites and thirst. The behavior is strange and, for a Hutt, perhaps insane. Such might be the case, but Prelio is nonetheless charming and accommodating.

ALTERNATIVE EMPLOYERS

Though it's adventure centers on a group of criminally-minded heroes who do not mind bending or even breaking the law, the scenario could be tailored to another group of adventurers. Some examples are given below. If none match your campaign, feel free to tweak them to fit or use them as springboards for your own ideas.

The Jedi Council

During the Rise of the Empire era, the Jedi Council is interested in artifacts relating to the Force. The Jedi might have information about the specific nature of the Fell Star, giving them impetus to seek out the artifact using someone with Barin's skills—better to steal such an item outright, than to allow it to fall into the wrong hands.

The Rebel Alliance

In the Rebellion Era, the Alliance makes inroads with several criminal organizations, including ruthless syndicates. Whether furthering their own goals or assisting their criminal allies as a show of solidarity, the Alliance sends a group of Rebel operatives to perform one or more secret operations on her ally's behalf.

The Galactic Empire

During the Rise of the Empire as well as the Rebellion Era, the Emperor not only makes an attempt to wipe out the Jedi, but also relies on Jedi-related relics. Heretics in the employ of the Empire might find themselves on the trail of an artifact such as the Fell Star, but first they would have to find someone who knows its whereabouts.

The townhouse is comfortably opulent without being excessive, the walls hung with tasteful pictures of art. Exotic plants in hand-crafted pots are placed throughout her home, giving it a sense of life. Fountains too, play an important role, with nearly every room containing at least one. "The dry desert air," Pello comments, if anyone points out the multitude of fountains, "dries out my skin. Better to have the fountains for a bit of humidity."

Once everyone arrives, Pello leads them to her study. She slithers up onto a raised and padded platform after everyone else has taken a seat on one of the comfortable divans in the room. After a moment of adjustment, she begins

Read or paraphrase the following

"I've been in the business of sales and acquisitions for decades—centuries. If truth be told—and in that time, I've seen all kinds of objects costs my proverbial desk. These precious things never come easily, and I've always needed individuals to get them for me. I pay handsome tender a fees for unique things.

Barin Trwina was a Baron of humble means when he came to Tatooine. He made himself available to me, and in an instant, saw someone who truly enjoyed his work. He was an artist, as much as any painter or weaver is. He intrigued me, and I decided to hire him on full-time.

"It's been nearly three years since I brought him on board, and he's made me a lot of credits with the items he's acquired. I always knew there was risk in sending him on my little errands, but I suppose I've deluded myself into thinking he was too good to get caught. He contacted me over a week ago, and told me he'd found what I was looking for. He was still here, on Tatooine, at the time. He said he'd attracted some unwanted attention, but that he'd take care of it. I haven't heard from him since.

"What I require is a group of cunning individuals, such as you, to find Barin and bring him back to me—alive and unharmed, preferably. I can provide you with a boat, and perhaps you can discover more through active investigation. Can I count on you?"

Pello is willing to pay each hero a total of 1,500 credits if they can find and return Barin to her. She'll throw in an additional 100 credits each if the heroes also return with the object that Barin was looking for—an artifact known only as the Fell Star.

If asked about the Fell Star, Pello shrugs. "It is something that an anonymous client of mine has expressed interest in. A charm in the shape of a seven-pointed star studded with blue stones. Supposedly, it is an artifact of some power insofar as the Force is concerned. Of course, I'm none too impressed with Jedi parlor tricks, but my clients' superstition is quite often a compelling selling point."

As for Jedi, Pello can start the heroes off with information concerning Olav Trevina, Barin's cousin. The two were sharing an apartment at one point, but are falling out recently over Barin's choice of occupation. It seems that Olav wasn't willing to share his domicile with a known criminal. Despite their disagreement, few people know more about Barin than Olav, which makes questioning him a good idea. Who knows? Perhaps Barin is laying low at his cousin's place.



PRELLO THE HUTT

Prello the Hutt of the Anjikac bajidic is an oddity among her kind in that she cares about the non-Hutts in her employ. Whether this is a weakness of character on her part or a clever ruse has yet to be determined. Regardless, she maintains a number of loyal employees on her payroll, including the missing Balasar, Barin Trevina. Prello prefers to project a motherly mien, despite the fact that she has never borne any Huttlets.

Prello is a young Hutt, not yet two-hundred years of age. She is immaculate, despite the presence of a healthy amount of Hut secretions that cover her massive sluglike frame. Her eyes are a warm shade of orange.

Prello the Hutt

CL 8

Large Hutt noble 5/soundbite: 3

Power 2 Dark Side +

Init +7 Senses Perception +4

Languages Balosari, Basic, Bocce, Dosh, Moul, Huttese, Jawa Trade Language, Rodese, Ryli

Defenses Ref +5 (flat-footed 16), Fort +7 Will +9

hp 47 Threshold 22

Immune +5 species bonus to Will Defense against any use the Force neck

Speed 2 squares

Melee unarmed +4 (1d4+3)

Ranged blaster pistol +3 (1d8+3)

Base Atk +4 Dsp +9

Atk Options Careful Shot, Far Shot, Point Blank Shot

Special Actions Disruptive, Inspire Confidence, Walk the Line

Abilities Str 10, Dex 8, Con +2, Int 16, Wis 12, Cha +6

Talents Disruptive, Inspire Confidence, Walk the Line, Wealth

Feats Careful Shot, Far Shot, Linguist, Point Blank Shot, Skill Focus

Persuasion +5, Perception +5, Diplomacy, Mechanics, Weapon Proficiency, Pistol, Rifle, and Shotgun

Skills Deception +1, Gather Information +1, Initiative +7

Knowledge (bureaucracy) +1, Knowledge (galactic lore) +1

Mechanics +12, Perception +14, Persuasion +16, Treat Injury +1,

Use Computer +21

Possessions blaster pistol, objects of art

OLEV'S APARTMENT

Barin used to share an apartment with his cousin Olev, a terminal operator in the apartment. Olev lives a relatively uneventful life, even in a cesspool like Mos Eisley. He prefers to keep his life dull, wanting nothing more than to forget his childhood on the polluted streets of Balasar.

Olev's apartment is in a lower working-class part of town. The apartment is a small, one-unit unit, slightly into the ground in an attempt to deal with the heat of Tatooine's suns. The units are densely packed, and no law-abiding and moral beings have lived between them. The beings that live here stick to themselves, being suspicious of both outsiders and neighbors.

Entrances can enter the complex along one of three streets, either moving from the west or east of the south. As the players enter the apartment block, read the following text aloud.

THE FIRST LEAD: KIE'S STORAGE

Kie's storage situation on the main side of Mos Eisley is often storage space for other, mainly engine or home parts are relatively small and can be changed in the next day or week month or even year if a customer desires to keep a spare rationing.

Kie's Storage is an industrial part of Mos Eisley left over from the city's once booming trade in droids. It was bought for a price by an Chadra-Fan business man named Kie. The building was converted into a storage facility for droids, mainly for the army, even though some of the spaces at Kie's have been used for decades for other things. What is left, they hold "the Deslaurer M3's" are rumored to be the family to store the bodies of their slain enemies, but only the Jedi are now stored.

The exterior of the building is nondescript, featuring a simple, boxy design with windows. The walls are covered in a mix of various materials, including metal and wood. The building is located in a busy area of Mos Eisley, with many other structures and activity around it. The building is a simple, boxy structure with a flat roof and several windows. The walls are made of a mix of materials, including metal and wood. The building is located in a busy area of Mos Eisley, with many other structures and activity around it.

As the narrative moves a speeder toward the one from Oley's apartment, it is parked in an alleyway south of Kie's Storage (OC 15). The speeder is a small, two-wheeled vehicle with a simple, boxy design. It is parked in a narrow alleyway between buildings. The building is a simple, boxy structure with a flat roof and several windows. The walls are made of a mix of materials, including metal and wood. The building is located in a busy area of Mos Eisley, with many other structures and activity around it.

During this time, a man named Kie's Storage has an idea. He is a simple, boxy structure with a flat roof and several windows. The walls are made of a mix of materials, including metal and wood. The building is located in a busy area of Mos Eisley, with many other structures and activity around it.

Tactical Encounter: If the heroes enter Kie's without realizing the Sable Dawn thugs that they can make their way to the location. Once they reach the location, they can refer to Kie's Storage on page 208 for details on the building.

Development: The heroes are in a room when the speeder is inserted into the building. The speeder is a small, two-wheeled vehicle with a simple, boxy design. It is parked in a narrow alleyway between buildings. The building is a simple, boxy structure with a flat roof and several windows. The walls are made of a mix of materials, including metal and wood. The building is located in a busy area of Mos Eisley, with many other structures and activity around it.

THE SECOND LEAD: THE WOODOO DUNES CANTINA

The Woodoo Dunes is a small, simple cantina located in the Mos Eisley. It is a simple, boxy structure with a flat roof and several windows. The walls are made of a mix of materials, including metal and wood. The building is located in a busy area of Mos Eisley, with many other structures and activity around it.

Tactical Encounter: The cantina is a simple, boxy structure with a flat roof and several windows. The walls are made of a mix of materials, including metal and wood. The building is located in a busy area of Mos Eisley, with many other structures and activity around it.

Development: If the heroes enter the cantina, they can refer to the Woodoo Dunes encounter on page 210.

Development: If the heroes enter the cantina, they can refer to the Woodoo Dunes encounter on page 210.

"Born? Born who?" Hara says, a nervous smile flickering across his lips. "Hey, just kidding! Of course, I know Barin. He and him, we go way back. We're tighter than a prelude's well, you get the idea."

"He's gone, chum. Skipped town not twelve hours ago. Came by and told me he needed to find a freighter pilot to get him off this sandbox, so I hooked him up with a fellow named Phillip. Good pilot, reliable, not too smart. Flies a bucket of bolts called the *AAAD Line*. And no, I don't know why it's named that."





If pressed, or Barin's sure, who about? Crissal's he, he does not know anything else. A suitably intimidated, he leaves in "Point Nadir!" he went to Point Nadir. It's a shadowport, but don't know how to get there! Just heard him talk about it. Fulas who a about? he pare have a bad habit of waking up dead.

Following Barin to Point Nadir

Getting to Barin is the next step for the heroes. They can do this in a number of ways, but the simplest is for them to contact Prelio the Muft and give her an update. If they seem reluctant to do so, have her contact them for a status report. She is a nervous Muft, after all, and Barin is her favorite Balasar. If Point Nadir is mentioned during the call, Prelio grows quiet. She asks the heroes to wait it out in townhouse because the informants she has for them is on hand.

Once at her townhouse, Prelio tells the heroes the basics about Point Nadir: that it is a shadowport built within a rogue comet. Its location is a closely guarded secret, and the Anjilac Mufts are careful about who finds out about it. In this particular case, Prelio provides the heroes with Point Nadir's current coordinates, as well as a transponder code that should allow them free access to dock once they arrive. She backs this information with a stern warning, "Tell no one. It's not just my life on the line. Remember that."

The heroes don't have a ship, so Prelio hooks them up with a fire gnomer. The gnomer is a little like all

If the heroes insist on making their own way to Point Nadir, they can do so by using the coordinates from the datapad that they found in Barin's locker. This allows them greater autonomy, but gaining access to the shadowport is difficult (see Chapter 5: Point Nadir).

PART 2: POINT NADIR

Under the plans for the heroes that fall outside the scope of this seven-tube journey, one while they travel through hyperspace to Point Nadir is a simple matter. If they arrived, the blessing of Prelio, the Muft, along with a transponder code, they have no trouble docking. The amount they are willing to spend on their docking facilities determines where in Fuchs's Cove they end up. If they dock somewhere in the Tethers, they need to arrange for a "buddy" to take them into the shadowport proper. If they decide to dock in the Silps, they have an easier time accessing Point Nadir, but they pay more for the privilege.

According to Cei Nero, Barin had only a twelve-hour lead on the heroes. Depending on a number of factors, such as how well the pilot navigates and the ship's hyperdrive status, they might even beat Barin to Point Nadir. For the sake of the story, however, assume that the heroes' arrival time is within 12 hours of Barin's.

Barin has one goal and one goal only: to hide from the Sable Dawn. Given that the Sable Dawn has a presence in Point Nadir (coming to the shadowport is a necessary part of their raid), Barin expects that the heroes' part in hiding from his enemies will end under the noses of Mufts that he once he feels the heat has cooled enough, he plans to venture into Point Nadir's mines and retrieve the Fell Star for Prelio on his own.

Since Barin's departure from Mos Eisley, a number of events have taken place. Assuming he survived the encounter with the heroes, Cei Nero eventually has a run-in with the Sable Dawn. They are never too gentle with him, so he fills them with the want to know who he is, how he got there, and her questions entirely, depending on whether you want to keep him around for your campaign or retire him. Yours.

If Nero dies in "The Wooden Dunes" encounter or is disposed of by pariah, the bounty hunters he is depending on after questioning, he eventually is not brought into the Sable Dawn. Nevertheless, the Sable Dawn can easily guess that Barin is no longer on Tatooine and find out how he managed to get off the planet. With the Sable Dawn's wide net of contacts, they take only a short while to determine which ship left Mos Eisley, he been here they said, and then search for the time they enter it. They can then analyze the trajectory of each ship, that left Mos Eisley within that time frame to get a general indication of where they were headed. Regardless of the method used, time is on their side.

The Sable Dawn sends a transmission to Point Nadir to warn them of Barin's impending arrival on a "10 freighter" called, he said, the the heroes have been registered as a thorn in their side, the Sable Dawn might ever have a "buddy" to take them into the shadowport.

PHILLIP AND THE MAD LINE

Once docked, the heroes only need to find *Point Nadir* is the ship he arrived on a freighter named the *Mad Line*. Flown by a smuggler named Phillip. They can find the *Mad Line* by making a DC 5 Gather Information check to locate an individual, or by accessing *Point Nadir*'s computer network, which requires a DC 20 Use Computer check.

Survvy heroes might attempt to locate *Barin* in much the same way. To his credit, *Barin* has taken great pains to hide his identity in *Point Nadir*. He is traveling under the assumed name of *Ely Salphella*, and he changed his appearance slightly, cutting his hair and dressing in gaudy attire. Unless the heroes are specifically looking for a *Balsar* named *Ely Salphella*, they are unlikely to get anywhere quickly. If they ignore the clues set before them, namely, *Phillip* and the *Mad Line*, allow them to take whatever steps they deem necessary.

The *Mad Line* is docked in the *Slips* in bay 226. The security in the *Slips* is somewhat tighter than in other parts of *Point Nadir* but no one bothers the heroes unless they are actively causing trouble. Carrying weapons openly is not illegal here: it is expected. Finding the proper docking bay is as easy as asking for directions, and the heroes can get there in no time.

Docking Bay 226 is a roomy facility, complete with cargo lifts, refresher "rooms," food, and more. It is a moderate-size unassuming ship docked in the *Tethers*. Access to the bay is not restricted, and the players have no trouble walking in. Particularly paranoid players might insist on checking for tails, or want to know if anyone is paying them undue attention. This is right and proper given their situation. Allow a DC 20 Perception check if any character who wish to keep an eye out for trouble. A successful roll reveals that a multitude of *Humans* dressed in uniform jumpsuits (Epsil sentries) are keeping careful tabs on them, but they do not seem hostile.

The *Mad Line* sits alone in the docking bay, taking up most of the space. The ship's ramp is down, allowing access to anyone who cares to enter. The interior is sparsely furnished and smells faintly of old sweat, burned wiring, and industrial lubricants. The bays and cargo areas are empty, and nothing seems out of place—that is, until the heroes locate *Phillip*.

Phillip is found in his stateroom, seemingly asleep. Heroes with the *Treat Injury* skill can tell at once that *Phillip* is dead. The pilot is a *Human* in his middle thirties, with close-cropped dark hair and aquiline features. He is dressed in an olive drab flight suit with dark spots on the shoulders and chest where insignia, now gone, might have once been sewn. Inspecting *Phillip*'s corpse reveals that he died of asphyxiation and that his *Larva* was practically crushed. The damage is precise, and could not have been caused by a *Human*-sized hand.

Little else can be done on the *Mad Line*. Inspecting the cockpit reveals that critical flight systems have been disconnected and removed from the ship likewise; the weapon systems have also been disconnected. The efficiency with which these tasks were done indicates that whoever did the damage wanted to keep the *Mad Line* from leaving *Point Nadir*, and knew precisely what needed to be done to accomplish this.

STOPPED BY EPSIL

When the heroes finally decide to leave the *Mad Line*, they are faced with a group of *Epsil* sentries who have been sent to detain them.

Tactical Encounters: Refer to "Stopped by Epsil" on page 232 for information on running this encounter. The *Epsil* sentries are not looking for a fight; they are afraid of such. Their goal is to take the heroes alive by whatever means necessary.

Development: Depending on how this encounter plays out, the heroes might be in a good spot if they pay their tails no fee. They might walk away with a new ally, not to mention contacts within one of *Point Nadir*'s most powerful syndicates. If they resist violently, and their actions result in the deaths of several *Epsil* sentries, they might very well be hunted down and killed within the shadowport before they ever manage to reach *Baria*.

Questioned by Epsil

Whether they capitulate to *Epsil*'s demands or are captured by force, the heroes are taken to an *Epsil* command center to meet a syndicate representative named *Puzzell*. *Puzzell* is a no-nonsense *Duros* who has been with *Epsil* for almost a decade. He has attained an underboss position and he means to keep it.

Once the heroes have been tended to, if they need such care, *Puzzell* interrogates them. *Puzzell* is not a law officer and neither are the *Epsil* sentries, for that matter. Still, they are the closest thing to the law in the *Slips*, and murders (especially those of paying customers) that take place in their territory are bound to cause a fuss.

Puzzell's primary interest is to determine why the heroes are in *Point Nadir*. Who are they, what do they want, are they paying for it? Was *Phillip* killed? The *Duros* already knows that the heroes are not responsible for *Phillip*'s death, though he does not necessarily need to tell them that. He uses what little leverage he has in questioning them before he gives up.

Just as the encounter starts to become tedious, *Puzzell* reveals the ace up his sleeve: a series of data goes that show the even in Docking Bay 226 (just as *Phillip* died). The first, apparently, was that he had a data map in gaudy green and blue clothing leaving the *Mad Line*. The cameras track him until he leaves the *Slips* and show that he is headed, presumably to *Point Nadir*'s Trade District.

The second recording shows the arrival and departure of a group of men. The men are dressed in simple earth-tone slacks. Their leader, a *Human* of similar posture who wears earth-tone robes, enters the *Mad Line* while the other three wait behind. He emerges later, and the group departs. The body was subsequently discovered by an *Epsil* SPD unit that was sent to collect *Phillip*'s docking fees.

By this time, the heroes know that *Barin* is somewhere in the shadowport, and they know that *Phillip* was in there. He is murdered by agents of a syndicate with those who gave them trouble in *Tatooline*. If the heroes do not know that they are agents of the *Subir Dawn*, *Puzzell* might inform them given his knowledge of *Point Nadir*'s denizens.



PUZZEL, EGGSIE UNDERBOSS

If and when the heroes are brought in for questioning, Puzzel is the Eggsie underboss on duty. Puzzel was recently promoted because of his technical aptitude and analytical nature. He is somewhat uncomfortable with the limited powers he has been granted by his superiors, but they are slowly but surely growing on him. He has no love for the Sable Dawn and/or its leadership, but he has to have a vague notion of how to run things.

Puzzel is a middle-aged (40 or so) black-gray skin with large red eyes. He wears a rumpled suit-jacket over a matching vest, shirt, and trousers.

Puzzel

CL 5

Medium Dungeoneer 5

Force 2, Dark Side

Int 17, Senses Perception +10

Languages Basic, Oosh, Durese, Sulfonese, Jheme

Defenses Ref +7 (Flat-footed 37), Fort 16, Will 18

hp 24, Threshold 6

Speed 8 squares

Melee unarmed +5 (1d3+4)

Ranged blaster pistol +3 (3d8+2) or

Ranged blaster pistol +1 (4d8+2) with Rapid Shot

Base Atk +3, Grp 4

Atk Options Fl. or Sil. w/ shot, Rapid Shot

Abilities Str 14, Dex 10, Con 10, Int 16, Wis 16, Cha 10

Talents Acute Senses, Bunter, Fringe Savant

Feats Point-Blank Shot, Rapid Shot, Skill Focus (Mechanics), Vehicular

Combat Weapon Proficiency (pistols, rifles, simple weapons)

Skills Endurance +2, Initiative +7, Knowledge (bureaucracy) +10,

Knowledge (technology) +10, Mechanics +15, Perception +10, Pilot

+7, Stealth +7

Possessions blaster pistol, datapad, tool kit

DETERMINING BARIN'S WHEREABOUTS

If the heroes are cooperative more or less, Puzzel cracks them on his own dweems after he questions them. Depending on how the heroes have reacted, now he might even get them. If they ask him about where he provides information, he'll be

asking Barin, his current dilemma, especially because he only person who might know his whereabouts is dead, killed by the very people that are looking for the Sable Dawn. He has to live for the Sable Dawn, and he's being the heroes as a way to save the assassins' trouble without doing it using a ring.

Read or paraphrase the following:

Puzzel purses his lips and stares at you with his big, red eyes. "I were coming in Ann-Nadn, a hide from someone who wanted me dead. I'd probably find a nice job, safe house you wish them not. A hide for the team. I was thinking you with that unliking red eyes. You know, the best man here, though, didn't you. The friend could afford more, with a couple of weeks, more, with a simple, safe house. The only trouble is, this isn't a room, it's a room, either. I had a car of the Sable Dawn, the same blokes who killed Phillip. I they find out your friend is in get in, then safe house, well, I don't expect he'll be alive long enough to pay the bill, if you get my meaning.

Puzell provides the heroes with the name of an information broker in the Trade District: *Fetwin Porlo*. Porlo runs a shop called *the Down* (see page 152). Puzell suggests that the heroes pay Porlo a visit and see if he knows anything about a Balosar in gaudy clothes looking for a hook-up with Evad Court. With nothing more to do, Puzell sends them on their way.

Information is Not Free

Fetwin Porlo knows precisely what the heroes want as soon as they open their mouths to ask. Only one individual has come to him in the past 12 to 15 hours looking for a way into one of Evad Court's safe houses. He can even provide directions to the safe house in question, but he takes some time and costs the heroes a good number of credits. Being a *Tordarian*, Porlo knows all about money, and he is not willing to settle for less, especially when it means that someone might die. For all he knows, the heroes are out to kill the Balosar, not save him from his would-be guards.

All told, the fee for uncovering the information is 1,500 credits. Porlo can be talked down, and even capitulates to a lower fee if it is presented to him in a tangible form, such as precious stones or metals. If the heroes cannot raise enough money to satisfy Porlo, they can call *Prelio the Mutt* for help. She fronts them the money, though she is not necessarily happy about it. The heroes can also listen to Porlo, who laughs as he suggests, "Head over to the Arcade. Put what little money you got on a winner. Maybe you'll win, maybe you'll lose. The chance is something you'll have to take... think."

Regardless of how the heroes choose to pay Porlo, he can provide them with the information they seek within two hours. The alternative to using Porlo's contacts is for the heroes to hit the streets themselves. Trying their own hand at gathering information. Knowing Barin's description and his likely destination—Evad Court—means that the heroes need to succeed on a DC 25 Gather information check and spend 500 credits in bribes to determine where he has gone.

The answer is simple. As told by Fetwin Porlo, read or paraphrase the following:

"They've got a whole lot of safe houses in the Fissures. It ain't just one. They've got good ones and then they've got not so good ones. You heard. He's one of the not-a-good ones."

The Tordarian scratches his pig-nosed nose before continuing, "I got the directions here 'til you might wanna buy some extra resources. Maybe some explosives, eh. These places, these they've got nuts in 'em. Can show you to a good weapons dealer, and I'll even do it for free. Ha."

The safe house is in the Fissure District, close to Point Nadir's Arcade district. The information also reveals that Barin is traveling under the assumed name of *Dy Salphella*.

PART 3: BARIN'S RESCUE

The heroes know where Barin is, and they have learned that he is traveling under an assumed name. They also know that he is staying in a safe house in Point Nadir's Fissure District, and that the safe house is not necessarily all that safe. They have a short time to find the safe house, make a plan, and rescue Barin. Given the Sabie Dawm's resources, they probably are only twelve more hours, at most, before they start checking their own safe houses for signs of Barin.

EVAD COURT SAFE HOUSE

Anyone who hits rock bottom in Point Nadir eventually ends up living in the Fissures. If they do not lose their lives first. For a few credits, a meal, or a bottle of cheap liquor, one of the denizens of the Fissures happily tells the heroes everything he or she knows about the safe house in question.

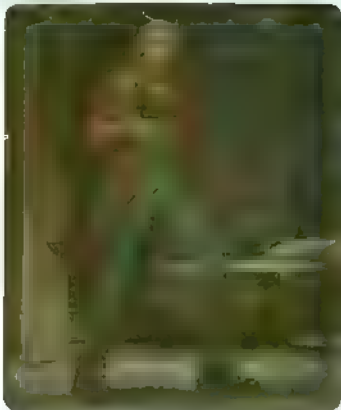
The safe house appears to be nothing more than a run-down casino from the outside. A single-story concrete structure in the middle of a large, empty cavern in the southern part of the Fissures District. There seems to be no external security, and no one is seen leaving or entering the building. A quick walk around the area reveals three entrances: two alcohol-quality doors in the rear of the building, and a single metal door in the front.

Simple observation reveals the following facts: the guards work in 12-hour shifts; five guards leave and are subsequently replaced by fresh guards every 12 hours; apart from the guards, who wear nondescript black suits, no one else enters or leaves the premises; if any computer systems are inside the safe house, they are not accessible from the outside.

The heroes can gain access to the safe house by several methods. They can pose as guards, which requires them to ambush a group of guards entering or leaving the safe house. They can also fight their way in, either by going through the front door or blasting their way in through one of the two rear entrances. They can even buy a week or two in the safe house for one or more party members, but this could be expensive—2,000 credits per week per individual—and they must use Fetwin Porlo as a go-between.

Tactical Encounter: Once the heroes have made their plans and have entered the safe house, refer to "Evad Court Rescue" on page 214 for details on running the encounter.

Development: Barin is not aware that Evad Court is affiliated with the Sabie Dawm. Had he known, he would have never gotten a suite at one of Evad's safe houses in the first place. As far as he knows, he is in a perfectly safe place—until the blaster bolts start flying. If a firefight erupts between the heroes and the Evad Court guards, Barin hides in his room and awaits his would-be assassins. When the players show up to rescue him, he thanks them for their trouble with a few well-placed shots from his hold-out blaster.



The band must convince Barik that they were sent by Pretho's master to help him. The guards are in a room with their backs to the doorway, all wearing identical guards' tunics and other clothing. The men are in a room, all wearing the same clothing as the guards. The men are in a room, all wearing the same clothing as the guards.

After they have given a safe distance, the guards in the room are questioning them. The guards are questioning them. The guards are questioning them. The guards are questioning them. The guards are questioning them. The guards are questioning them. The guards are questioning them. The guards are questioning them. The guards are questioning them. The guards are questioning them.

PART 4: INTO THE MINES

Barik has spent a long time working out the layout of Pretho's mine. He has learned of the legendary treasure hidden in the mine, and he has learned of the legendary treasure hidden in the mine. He has learned of the legendary treasure hidden in the mine. He has learned of the legendary treasure hidden in the mine. He has learned of the legendary treasure hidden in the mine.

Barik has learned of the legendary treasure hidden in the mine. He has learned of the legendary treasure hidden in the mine. He has learned of the legendary treasure hidden in the mine. He has learned of the legendary treasure hidden in the mine. He has learned of the legendary treasure hidden in the mine. He has learned of the legendary treasure hidden in the mine. He has learned of the legendary treasure hidden in the mine. He has learned of the legendary treasure hidden in the mine. He has learned of the legendary treasure hidden in the mine. He has learned of the legendary treasure hidden in the mine.

One of Barik's men is an apple, old pirate by the name of Ghorus. He is an apple, old pirate by the name of Ghorus. He is an apple, old pirate by the name of Ghorus. He is an apple, old pirate by the name of Ghorus. He is an apple, old pirate by the name of Ghorus. He is an apple, old pirate by the name of Ghorus. He is an apple, old pirate by the name of Ghorus. He is an apple, old pirate by the name of Ghorus. He is an apple, old pirate by the name of Ghorus. He is an apple, old pirate by the name of Ghorus.

Barik has learned of the legendary treasure hidden in the mine. He has learned of the legendary treasure hidden in the mine. He has learned of the legendary treasure hidden in the mine. He has learned of the legendary treasure hidden in the mine. He has learned of the legendary treasure hidden in the mine. He has learned of the legendary treasure hidden in the mine. He has learned of the legendary treasure hidden in the mine. He has learned of the legendary treasure hidden in the mine. He has learned of the legendary treasure hidden in the mine. He has learned of the legendary treasure hidden in the mine.

Barik has learned of the legendary treasure hidden in the mine. He has learned of the legendary treasure hidden in the mine. He has learned of the legendary treasure hidden in the mine. He has learned of the legendary treasure hidden in the mine. He has learned of the legendary treasure hidden in the mine. He has learned of the legendary treasure hidden in the mine. He has learned of the legendary treasure hidden in the mine. He has learned of the legendary treasure hidden in the mine. He has learned of the legendary treasure hidden in the mine. He has learned of the legendary treasure hidden in the mine.

MINING DROD MISHAP

Barik leads the band to the mine. The band is led by Barik. The band is led by Barik. The band is led by Barik. The band is led by Barik. The band is led by Barik. The band is led by Barik. The band is led by Barik. The band is led by Barik. The band is led by Barik. The band is led by Barik.

The real treasure—as evidenced by Barin's awe—is the Fell Star. It exists, just as the tales have told, though it is currently clutched in the hand of one of the dead Humans. Anyone with Force Sensitivity can make a DC 15 Use the Force check to determine that the Fell Star is no ordinary trinket. Only experimentation and research reveal the Fell Star's full potential. Unless convinced to do otherwise, Barin places the Fell Star in his vest pocket. Anyone who wants to examine the Fell Star must negotiate with Barin for the opportunity to do so.

With the treasure found and partially plundered, the heroes can retrace their steps back to Point Nadir's Fissure District.

AMBUSH IN THE FISSURES

Overall, returning to the Fissures is uneventful. The heroes notice Barin casting furtive glances in their direction, as if he is worried about what they might do. Having found the Fell Star, the object of his desire, Barin is not so sure that he wants to turn it over to Prelio the Hutt and her anonymous client that the heroes might try to steal the Fell Star from him.

Emerging from the mines and entering the outskirts of the Fissures, the heroes notice a distinct lack of life. When they left, the Fissures were filled with Point Nadir's destitute denizens. The smell of cooking fires hangs on the air, but the heroes hear no one talking, no children crying, and no footfalls other than their own. If the characters think their chore was all too easy, perhaps they are right.

Tactical Encounter Refer to “Fissures Ambush” on page 220 for details on running this encounter.

THE FELL STAR

The origin of the Fell Star is a mystery. It has been lost to time. The artifact dates to pre-Republic times. Some legends, uncovered by studious heroes, say the Fell Star was a Sith talisman, but even these tales cannot be verified.

The Fell Star is a powerful Force artifact. If worn by a Force user, it allows the user to regain a single Force power. It is, however, at a standard action for each Force power so regained, the user gains one Dark Side point. In addition, a Force user who wears the Fell Star gains a 2-force bonus to the Force checks made to activate Force powers within the Dark Side descriptor.

EPILOGUE

What happens now? This depends a great deal on whether the heroes survived their foray into Point Nadir. Those who did manage to pull through have several choices: the most obvious is to take Barin and the Fell Star back to Prelio the Hutt on Tatooine so that they can get paid. Bann might have thoughts about this course of action. In fact, he might attempt to escape, sending the heroes off on another adventure entirely. If the players were reluctant to allow Barin to have the Fell Star, perhaps intending to keep it for themselves, they can expect Barin to attempt to abduct with it while they sleep.

As to the powers of Point Nadir, the heroes might feel that they are in an unfavorable position with the Sable Dawn. This might be true, but the Sable Dawn also understands that business is business, and its leaders hold no grudges against individuals who are just doing their job to the best of their ability. Besides, it is possible that Prelio the Hutt's anonymous client is, in fact, a member of the Sable Dawn. This point is left deliberately ambiguous, allowing you as the Gamemaster to make your own decisions.

The heroes have potentially made a valuable inroad with Epsis, Point Nadir's technological crime syndicate. They know Epsis, which can lead to all sorts of future adventures. They have also been to Point Nadir and lived to tell the tale, which means they can return to the shadowport as their duties require. With the moral weight they have now doubt accumulated, they might find that a shopping spree is in order before they return to Mos Eisley.

If they successfully return to Tatooine with Barin and the Fell Star in tow, Prelio the Hutt pays the heroes as agreed. If either Barin and/or the Fell Star have been lost, Prelio is not pleased. Being an understanding matriarch, she gives each character a token fee of 500 credits each merely for trying, regardless of whether Bann or the Fell Star were returned.

As it is, the shadier side of galactic life is now open to the heroes, for better or for worse. Only time will tell what other adventures await them in the space between Tatooine and Point Nadir, or within Point Nadir. In fact, a crate filled with bullion still needs to be claimed.

ENCOUNTER: OLEV'S APARTMENT

Challenge Level 2

This encounter begins when the PCs enter Olev's apartment, either from the front door on the main street, or through the back door from the alleyway. Olev is in the living room, being confronted by one of the Sable Dawn thugs. Another hug, having performed a rudimentary search of the apartment stands in front of the closer door, maintaining a watch on the front door.

READ-ALoud TEXT

Heroes entering Olev's apartment through the front door alert the driver of the speeder idling down the street, unless he has been dealt with prior to the event. If he is still active, the driver of the speeder uses his comlink to warn the Sable Dawn thugs inside that they have company. If the heroes approach from the rear door, they first need to make a DC 5 Mechanics check to disable the locked door and they must make Stealth checks to avoid being heard by the Sable Dawn thugs in the living area.

If the heroes enter Olev's apartment through the back door, perhaps to avoid being seen by the occupants of the idling speeder outside, read the following text aloud:

The back door opens into a small kitchenette. Shelves and cupboards line the adobe walls, and an unused stove occupies the northern wall. A messy living area is visible through an open doorway in the eastern wall. Sounds of a struggle come from that direction.

When the heroes arrive in Olev's apartment's living room, either through the front door or from the kitchen, read the following text aloud:

As the door swings open, you see a sparsely furnished living area in complete disarray. Furniture has been overturned in the center of the room, and a flicker-screen along the eastern wall buzzes with static. Three men occupy the room: two are dressed in nondescript earth-tone suits, while the third is on his knees, nursing a bruised jaw, as if he'd just been struck.

OLEV TREVINA

Olev Trevina is Barin Trevina's cousin. The two emigrated from the Balosar system to Tatooine together, hoping to make their fortunes. While Olev attempted to turn his life around, Barin continued to dabble in petty criminal endeavors. The two eventually had a falling out, and Barin took his leave. Olev still cares for Barin, and he wishes that his cousin would rise above the racial stereotypes of the Balosar species, just as he has, and attempt to make an honest living.

What at first appears to be a slight Human male is revealed to be a male Balosar, with curly red-brown hair, brown eyes, and a perpetually worried expression. His left eye is surrounded by frequently darkening bruise, and his antenae hang down dejectedly. He is dressed in a pair of comfortable-looking pants and a loose-fitting white tunic spotted with fresh blood.

Olev Trevina (OL)

Medium Balosar nonherm 3

Init +6 Senses Perception +3

Languages Balosar, Basic, Huttese, Ryl

Defenses Ref 12, Fortitude 10, Fort 9, Will 10

hp 4 Threshold 9

Immune 4 species bonus to Fortitude Defense when resisting poisons

Speed 6 squares

Melter unarmed +1 (1d3)

Base Atk +2 Grp +1

Abilities Str 8, Dex 17, Con 8, Int 14, Wis 10, Cha 15

Feats Skill Focus (Use Computer), Skill Training (Knowledge [technology]),

Persuasion, Use Computer, Weapon Proficiency, simple weapons

Skills Deception +8, Knowledge (bureaucracy) +9, Knowledge

(technology) +8, Mechanics +8, Persuasion +8, Use Computer +13

Possessions datapad

Olev Trevina's Tactics

Olev prefers to take the path of least resistance. He is not a fighter by any means, but he is not willing to give his cousin's enemies information that could lead to Barin's death. If the heroes intervene on Olev's behalf, he takes cover until the dust settles.

SABLE DAWN THUGS (2)

Though their blaster rifles glow away from affliction, these human thugs are neither for the Sable Dawn, an arena of criminal chaos, nor for the more subtle, single-minded justice they've been ordered from. But in and by itself, the thugs' nihilistic mentality is a disaster to perceive. The two thugs have no intention of killing and barely merit a permanent, unrelenting Ban, where realistic.

These Human males are nondescript and dressed in plain, long coats. They appear to be criminals and they betray an emotion who serves. Each is armed with a blaster pistol. When they see you, they spring into action.

Sable Dawn Thug (SD)

Medium Human Criminal Soldier 2

Force: Dark Side 5

Intel: Senses Perception +8

Languages Basic, Radesar

Defenses Reflex: +5, Fortitude 15, Force: +3, Will: 15

HP 30, Threshold 4

Speed 6 squares

Melee unarmed +2, D6

Ranged blaster pistol +3 (3d6, 1)

Base Atk +2, Grp 2

Atk Options Draw, Drawing Attack (rifles, Force: Blaine Shot,

Force: Attack: +3d6)

Force Powers Known: Use the Force +3, Force: grab, Force: jumping, surge

Abilities Con: +5, Int: +3, Wis: +3, Dex: +3, Cha: +3

Talents Draw, Drawing Attack (rifles, Force: Attack: +3d6)

Feats Acrobatic Prof, entry light, medium, Force: jumping, Force: Training, Martial Arts 1, Point Blank Shot, Skill Focus

Use the Force, Weapon Proficiency (pistols, rifles,

simple weapons)

Skills Endurance +5, Initiative +7, Mechanics +7, Perception

+5, Use the Force +3

Possessions blaster pistol, comlink

Sable Dawn Thug Tactics

The agents of the Sable Dawn are taught to use their Force powers only when absolutely necessary. They prefer to use conventional methods to subdue their targets. When they have no other choice, they will use their Force powers. They attempt to kill Dole and then use their Force powers to destroy the Force training and surge in inopportune time and make a quick escape.

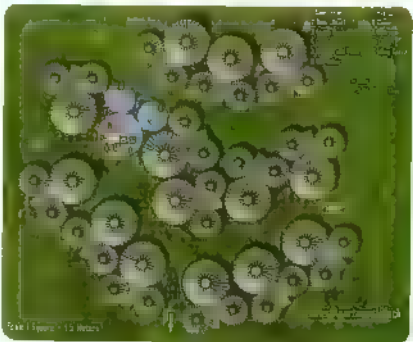
CONCLUSION

If the heroes kill or incapacitate both Sable Dawn thugs, they can search the bodies for clues. Each thug carries a blaster pistol, a spare power pack, and a comlink. One of the thugs carries a box of ammo with information in them. The other, including a photo of the hero and a rough description of the hero.

If the single-minded blaster the force of the heroes parked on the street outside the arena and attempt to kill the hero by any means. If he does not give up the drivers of the blaster, he has already been dealt with by the powers. Ignore this information.

FEATURES OF THE AREA

Dole's living area contains only simple furniture, spread across the floor where it has been tossed by the Sable Dawn thugs. The scattered remains of the furniture make the living area somewhat treacherous in the dim light. Both bedrooms are nearly identical: each contains a bed and a simple desk built into the wall. The beds have been overturned, and the drawers of the desks have been upended onto the floor. The only room that seems unharmed is the kitchen, which is relatively clear of obstacles.



Sable Dawn Thug (SD)

ENCOUNTER: KIE'S STORAGE

Challenge Level 3

When the heroes arrive at Kie's Storage, which is on the south side of Mos Eley in a somewhat seedy part of town, they immediately notice a number of vagrants (V on the map) of various species huddled in the shade against the wall facing the street. If the heroes arrive after dark, some of the vagrants are dozing off or unconscious. During business hours, a clerk (C on the map) sits at the front desk. The clerk and the vagrants are all 1st-level nonheroic characters of their species.

When the PCs gain access to Barin's locker, have them make Perception checks opposed to the Stealth checks of the Sable Dawn thugs (S on the map). Anyone who fails must place themselves on the map within 2 squares of Barin's locker. After those heroes who failed their Perception checks are in position, place the Sable Dawn thugs as shown. Anyone who succeeds on their Perception check can position themselves within 2 squares of Barin's locker after the Sable Dawn thugs are in position.

Only characters that succeeded on their Perception checks, along with the Sable Dawn thugs, can roll initiative for the initial surprise round of combat.

READ-ALoud TEXT

After Perception checks are made, read the following text. This specifically applies to heroes who succeeded on their Perception checks.

Barin's locker is a battered metal closet marked with old graffiti. A red light on the magnetic lock plate blinks lazily in unison with the other lock plunger along the wall. As you reach out to insert the code cylinder, you hear the sounds of muffled talking and boots on tile. Figures lean around the corners to your left and right, blasters in their hands. It's an ambush!

SABLE DAWN THUGS (3)

This group of Sable Dawn thugs has been keeping an eye on Kie's Storage, waiting for Barin to show up. Their vigilance is all for naught—Barin never came here. If descriptions of the heroes have previously been reported (by the driver at Oley's apartment, for example), the thugs gain entry to the building and attack the heroes. If the Sable Dawn has no information on the heroes yet, the thugs instead use their comlinks to describe the heroes to their superiors, then wait for orders. The orders, of course, are to investigate.

Like their counterparts at Oley's apartment, these Human males are nondescript and dressed in civilian suits. Their expressions are serene, and they betray no emotion whatsoever. Each is armed with a blaster pistol and a blaster carbine.

Sable Dawn Thug (S)

CL 3

Medium Human subdwarf 1/3dwarf 2

Force: 5 Dark Side 3

Int: +7 Senses Perception +8

Languages Basic, Rodese

Defenses Ref: 17 (flat-footed) 53, Fort: +4 Will: 16

hp 36, Threshold: 4

Speed 6 squares

Melee unarmed +2, 1d6+1

Ranged blaster pistol +3 (3d6+1)

Base Atk: +2 Gp: +2

Atk Options Devastating Attack (rifles), Point Blank Shot, Sneak Attack 1d6

Force Powers Known (Use the Force +13): Force grip, Force lightning, surge

Abilities Str 10, Dex: 3, Con 6, Int 12, Wis 15, Cha: 4

Talents Devastating Attack (rifles), Sneak Attack +1d6

Feats Armor Proficiency (light, medium), Force Sensitivity, Force Training,

Martial Arts 1, Point Blank Shot, Skill Focus (Use the Force), Weapon

Proficiency (pistols, rifles, simple weapons)

Skills Endurance +5, Initiative +7, Mechanics +7 Perception +8. Use the Force +3

Possessions blaster pistol, comlink

Sable Dawn Thugs Tactics

This group of Sable Dawn thugs is not here to take prisoners. The heroes are uninvited and they are treated as such. The thugs give a new player of choices and gauges. But in a strange turn, it's possible.

If one of the thugs go down, the enemy then attempts to escape heading to the alleyway parked in a nearby alley to the south.

CONCLUSION

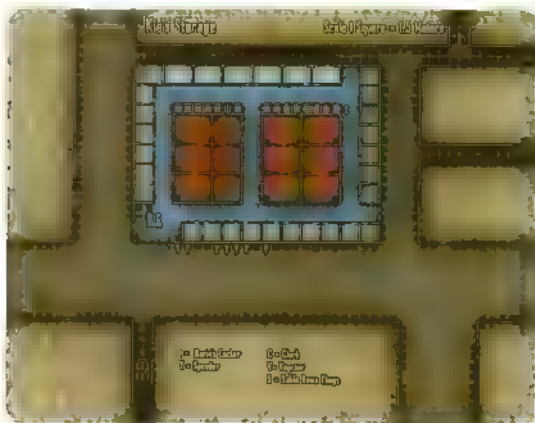
Any instances of blaster fire causes the vagrants out front to flee the area in a panic. It causes the area has been guarded by the Sable Dawn thugs and is living near the unconscious behind the counter.

The locker's contents are detailed earlier in the adventure ("The First of the Kie's Storage" page 36).

FEATURES OF THE AREA

Two doors at the south-western corner allow access to the lobby. Two pairs of double doors, one at the northeast corner and the other at the southeast corner are locked (equal to 5 cm thick metal doors. Mechanics check DC 25 to open), and allow for larger loads to be brought into the building as need requires. All doors within Kie's Storage have similar properties, except those on the lockers, which have DR 10, hp 30, threshold 25 and break DC 30.

Each of the storage cubes is fitted with a locked metal door and a good-quality lock. The doors are less sturdy, but each possesses a intimidating lock plate with blinking red lights. During business hours, the halls are well lit, but these lights are shut down when Kie's closes at dusk. The floor is hard permacrete and though it is dusty, it is clear of debris.



ENCOUNTER: THE WOODOO DUNES

Challenge Level 3

The heroes arrive at The Woodoo Dunes, a lower-class cantina in east Mos Eisley. Position the hoo-gans as shown around a table near the middle of the bar. Place the four regulars and the bartender (all 1st-level nonheroic characters) around the bar as shown. Cel N'ero is seated in plain sight in the booth farthest from the cantina's entrance.

When the action starts, the heroes should position themselves based on their intended actions when they entered the cantina. Any who approached N'ero are near his booth, perhaps even seated in it, while others might have held back, staying outside or standing near the cantina's entrance.

READ-ALoud TEXT

Read the following text aloud when the heroes enter the Woodoo Dunes cantina.

The Woodoo Dunes is one of many seedy cantinas sprinkled liberally throughout Mos Eisley. The furniture has been cobbling together from several different sources, and even the bar looks to be made from thin sheets of scrap metal that have been painted with industrial-quality starship paint. The clientele consists of lower-class laborers scattered around the bar. Four street gangsters huddle around a table, and a single Twi'lek sits in one of the three booths. The Twi'lek appears to be waiting for someone, but by the look on his face, you can tell it isn't you.

CEL N'ERO

Cel N'ero is an associate of Barin Trivina. Though the two might call one another friends, neither is above hanging the other out to dry under the right circumstances. N'ero is a small-time dealer in black-market items and fraud. He fancies himself a high roller, but he is no better than most of the gung-hair chad wanders the streets of Mos Eisley.

This Twi'lek's face is a bit too ashen and a bit too thin to seem wholly healthy. His yellow eyes are dilated slightly, and he flicks his lips nervously. He's dressed in fine robes that haven't seen a washing in some time. He drums his overly long fingernails on the booth tabletop impatiently.

Cel N'ero (C)

CL 3

Medium Twi'lek scoundrel 3

Force 1 Dark Side 3

Init +8 Senses low-light vision; Perception +4

Languages Basic, Multireg, Ryl

Defenses Ref +7 (flat-footed 15), Fort 17 Will 13

hp 3 Threshold 17

Speed 6 squares

Melee vibrodagger +3 (2d4+2)

Ranged blaster pistol +4 (2d5+1)

Base Atk +2 Grp +3

Atk Options Point Blank Shot

Special Actions Fool's Luck, Melee Defense, Quick Draw

Abilities Str 12 Dex 14, Con 15, Int 2, Wis 6, Cha 12

Talents Fool's Luck, Fortune's Favor

Feats Melee Defense, Point Blank Shot, Quick Draw, Weapon Proficiency (advanced melee weapons, pistols, simple weapons)

Skills Deception +7, Gather Information +9, Initiative +8, Knowledge (bureaucracy) +7, Perception +4

Possessions blaster pistol, concealed holster vibrodagger, datapad, 3 doses of ryll, 325 credits

Cel N'ero's Tactics

Cel N'ero is no fighter, and he would prefer to escape rather than deal with anyone who wants to harm him or Barin. Given a choice, he spills the beans on Barin but only if it looks as if he will not be able to leave unharmed. He plays every card in his book and has no compunctions about getting someone else, such as the four hooligans, to do his dirty work for him.

Hooligans {4}

These four hooligans are typical Mos Eisley scum. They have come to the Window Crave for a few cheap drinks and maybe a little bit of action. They are all coming down from a wild night and none of them is in the mood for a fight. If they see an opportunity to score free liquor, they side with Gel. If someone is a known dealer, regardless of how much the scum are marked against them.

These four Human youths are huddled around a small table, each one nursing a tall blue cup filled with some type of alcoholic drink. Their clothes are rumpled, and they appear to be scruffy. They talk a little too loudly, trying to look tough.

Hooligan {H}

Med size Human nonheroic 3/5/round

Force Dark Side 3

Init Senses Perception +2

Language Basic

Defenses Ref +3 Hit Points 2 Fort 12 Will 2

HP is Threshold 2

Speed 6 squares

Melee unarmed -3 D12 x4 or

Melee vibroknives +3 D4 x4

Ranged blaster pistol -3 D6

Base Atk +0 Grp 3

Atk Options Bantha Rush Dastardly Strike Power Attack

Abilities Int Dex 2 Con 13 Wis 9 Ws 10 Cha 10

Talents Dastardly Strike

Feats Armor Proficiency Light, Bantha Rush, Improved Damage

Threshold, Power Attack, Weapon Proficiency (advanced melee

weapons), pistols, single weapon

Skills Persuasion +7 survival +7

Possessions vibrodagger, blaster pistol

CL 2

FEATURES OF THE AREA

At one time, there was a window here in the southern wall of the Window Crave, but it has since been broken. It is supposed that a thrown body and a report with a bang, coming inward all at once, that the window was broken. The only way it can be seen is through the camera. When he is down and a scum, he is getting in an area is littered with glass. It should be treated as difficult terrain.

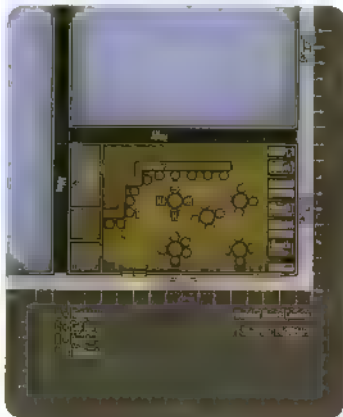
Hooligan Tactics

The hooligans shoot at random targets. They do not coordinate their attacks and they are not concerned with collateral damage. They might have a more than half hour number is killed or incapacitated the survivors attempt to flee. Shooting as they go.

CONCLUSION

When the smoke clears, the jury and regulars head toward the door in a panic. The bartender greets over the bar, surveying the damage. There is alive and taking "upstairs" from his hooligan rooms, quickly surrenders and tells out. There are no questions asked.

Local law enforcement shows up 10 minutes after the attack within 30 minutes.



ENCOUNTER: STOPPED BY EPSIS

Challenge Level 4

This encounter takes place in a docking bay within the Sllps, a district of the Point Nadi shadowport. After the heroes leave their ship, they have an opportunity to inspect Barrin's pool, a Human smuggler named Phillip, unfortunately, when they explore Phillip's YT-1300 freighter, they find the pilot dead, his throat crushed. Any heroes investigating the cockpit see that the controls have been disabled. A successful DC 15 Perception check allows heroes in the cockpit to notice a couple of figures moving outside the ship.

As the heroes leave Phillip's ship, they are confronted by a group of 8 Epsis sentries. The sentries know that Phillip is dead (see adventure text), and they want to take the heroes in for questioning. This encounter is presented on the off chance that the heroes try to fight their way out of the situation.

When the heroes emerge from Phillip's YT-1300 freighter, the Epsis sentries tell them to stand down and surrender. Place the Epsis sentries as indicated on the map, and allow the heroes to place themselves near the freighter's entry ramp.

READ-ALoud TEXT

Read the following text aloud when the players emerge from Phillip's YT-1300 freighter.

As you make your way down the boarding ramp and into the docking bay, you barely have time to notice a number of armed individuals in combat jumpsuits, wielding blaster carbines, scattered throughout the area. A loud voice barks out in Basic, "Halt! Throw down your weapons, and you will not be harmed!"

EPsIS SENTRIES (8)

The sentries are a common sight in Epsis-controlled portions of Point Nadi. They possess no distinct uniform but regularly wear blue combat jumpsuits. Humans are the most common species in Epsis Sentry Corps, but other species are also represented.

This Human soldier is dressed in a blue combat jumpsuit that features no distinctive badges or insignia. He carries a force pike in one hand, a slung blaster carbine, and a blaster pistol in a holster on his hip.

Epsis Sentry (E)

CL 2

Medium Human scout 7/soldier 7

Force

Init +7; Senses Perception +8

Languages Basic, one unassigned

Defenses Ref 7, Ht.-Poised 16, Fort 14, Will 4

hp 14 Threshold 14

Speed 6 squares

Melee unarmed +3 (1d3+3) or

Melee force pike +4 (2d8+3)

Ranged blaster pistol +2 (1d6+1) or

Ranged blaster carbine +2 (1d8+1) or

Ranged stun grenade +2 (4d6 stun, 2-square burst radius)

Base Atk +1 Grp +3

Abilities Str 15, Dex 12, Con 10, Int 13, Wis 14, Cha 8

Talents Armored Defense: Evasion

Feats Armor Proficiency (light, medium), Weapon Focus (force pike),

Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)

Skills Initiative +7, Mechanics +7, Perception +8, Treat Injury +2, Use

Equipment +2

Possessions blaster carbine, blaster pistol, force pike, stun grenade, combat jumpsuit, combat binder cuffs

Epsis Sentry Tactics

The sentries have been sent to round up the heroes for questioning. If the heroes resist, the sentries employ non-lethal damage, including stun grenades, if necessary. They take cover behind doorways, bulkheads, and cargo crates, gaining a +5 cover bonus to Reflex Defense.

If more than half of their number are killed or incapacitated by the heroes, the sentries retreat down the southern corridor and use comlinks to call for reinforcements, which arrive in 10 rounds.

CONCLUSION

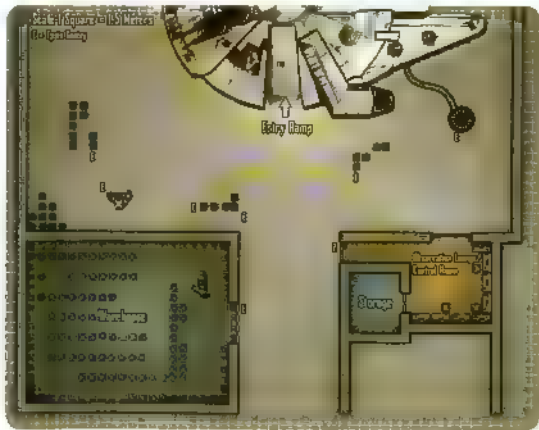
If the heroes surrender peacefully, the sentries disarm them and escort them to a command center in the Sigs. If the heroes choose to fight, the sentries do their utmost to subdue them if captured. If the heroes are not captured and taken to an open command center where they are provided with enough ammo and gear to get them on their feet again prior to questing.

If the heroes don't resist the sentries and emerge victorious, they encounter additional sentries as they make their way through the Sigs corridor of Point Nadir. Subsequent encounters are not as gentle as the first if several of the team have been killed by the heroes, and long the use of a lot of damage in the attacking process of the black robots.

The Sentries carry nothing more than the equipment listed in the table a block, and the cargo crates in the hangar hold all manner of legal trade goods (specifically textiles, preserved foods, and purified water).

FEATURES OF THE AREA

The docking bay is a large, open space. Aside from Phillip's VT-1300 freighter, the docking bay contains cargo crates, stacked barrels, a driving loader, and a power generator with an attached cable. An observation lounge/control room can be accessed through a pair of doors in the Eastern wall of the exit corridor, and a warehouse can be entered through a large bay door in the corridor's west wall. The northern edge of the docking bay is shielded, and open to the zero gravity of Point Nadir's "cove" as far as the eye can see.



ENCOUNTER: EVAD COURT RESCUE

Challenge Level 3

Place the Evad Court security guards throughout the facility, as indicated on the map. One guard is in each of the security rooms, two more in the lobby, and three patrolling the halls. Two off-duty guards are in the building's lounge. Barin is hiding in his own room, which is at the southwestern corner of the building.

Other occupants are in the safe house, but they are sequestered in their own rooms if trouble starts.

READ-ALoud TEXT

Read the following text when the heroes enter the safe house foyer.

The simple 10 meter by 10 meter room is capped to the north by a pair of arched airlock doors. Two arched translucent teal windows, one on either side, reveal no well-dressed guards seated at consoles. The guard to the left looks up from his monitors and asks through the speaker. "Can I help you?"

BARIN TREVINA

Barin Trevina is Fioche the Hutt's favorite burglar. He is an accomplished thief with a knack for getting into and out of tight spots. He has also ferreted out sensitive information on the Anjillic legends and its doings in several sectors of space. Barin also claims to know where a portion of Fioche's legacy is hidden, but he has yet to spill this information to anyone.

Fearing for his life, Barin made his way to Point Nadir, thinking that it would be the last place that the Sable Dawn would look for him. Unfortunately, he is wrong. Secured within Evad Court under the assumed name of Ely Salphelza, he plans to wait out his enemies as long as his money lasts.

Barin is a short and slender Baloxar. His curly brown hair is short enough that his antennae palps are plainly visible and he wears a pair of blue leather pants and a green leather vest over an off-white roll-neck shirt.

This Baloxar seems small, even for a member of his species. He is dressed in a sturdy suit of dyed leather that includes a green vest and bright blue pants tucked into black boots that rise to his mid-calf. His brown eyes dart back and forth like those of a hunted animal.

Barin Trevina (B)

Medium Baloxar sounder: 1

Force 2 Dark Side 2

Init +1 Senses Perception +6

Languages Baloxar, Basic, Nuttery, Ryl

Defenses Ref 5 (flat-footed 15), Fort 14, Will 14

hp 31, Threshold 14

Immune +4 sorcery bonus to Fortitude Defense when resisting poison

Speed 5 square

Melee unarmed +2 (1d3+1)

Ranged hold-out blaster +3 (3d4+1)

Bake Atk +2 Grp 2

Atk Options Point Blank Shot, Precise Shot

Special Actions Fool's Luck, Knock

Abilities Str 10, Dex 10, Con 2, Int 5, Wis 10, Cha 15

Talents Foo's Luck, Knock

Feats Point Blank Shot, Precise Shot, Toughness, Weapon Focus (hold-out blaster), Weapon Proficiency (pistols, simple weapons)

Skills Deception +8, Gather Information +8, Knowledge (galactic lore) +8, Mechanics +8, Perception +6, Stealth +6

Possessions hold-out blaster, datapad

Barin Trevina's Tactics

Barin assumes that someone is coming to kill him as soon as the alarm goes off. He hides in his bedroom and waits for the assassins to find him, if they get past Evad Court's security. Unless talked down by the heroes, he fires on them as soon as they breach the safety of his bedroom.

SECURITY GUARDS (9)

Evad Court employs some of the best security personnel within Point Nadir. The nine who patrol this safe house are Evad's entry-level security guards. Although competent, they lack the extensive experience of Evad's higher-priced employees. Nevertheless, they are an adequate obstacle. They wear the latest armored clothing, which provides a professional appearance while granting protection from attack.

This Human wears a sharp black suit of Corellian cotton, accented with a red square of silk that emerges flawlessly from the breast pocket of his short coat.

Evad Court Security Guard (G)

Medium Human, Soldier 1

Init. 7, Senses Perception +7

Languages Basic, Huttese

Defenses Reflex +6, Fortitude +6, Fear +3, Will +3

hp 30, Threshold 3

Speed 6 squares

Melee unarmed +2, D33 x1 m

Melee stun baton +2, 1d6+1

Ranged blaster pistol +3, 1d6, or

Ranged blaster pistol +3, 1d6, with Rapid Shot

Base Acc +7, Grp +2

Ask Options Rapid Shot, Running Aimless

Special Actions Harm +6, Vray

Abilities Str +3, Dex +5, Con +0, Int +2, Wis +4, Cha +8

Talents H2 m, Wuv

Feats Armor Proficiency (light, medium), Rapid Shot, pistols, Running

Attack, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Initiative +7, Mechanics +6, Perception +7, Treat Injury +6, Use

Computer +6

Possessions blaster pistol, armored suit, helmet

Evad Court Security Guard Tactics

Evad Court never expects anyone to kill. They are no prisoners. In addition, they are expected to give their lives to their clients' needs and they do not hesitate to interfere themselves between a client and an assassin. They use cover when they can and mark as a team to isolate and destroy intruders.

The guards at the desk in the lobby report the situation to central command within 2 rounds if they are able. If they manage to call for help, an additional group of similar guards wearing battle armor and wielding blaster carbines arrive within five minutes of their call.

CL 1

CONCLUSION

The heroes should consider attacking the safe house as quickly as possible. They are far from invincible. They require an additional security guard who are better equipped than the guards they have just defeated. If they get in and out of the safe house within 30 minutes, they can easily disappear into the winding streets, alleyways, and backstreets of the Evad District without attracting attention.

FEATURES OF THE AREA

Evad Court is a high-security outpost nestled in the relative anarchy and chaos of Point Noddi's Fissure District. The front door is a standard alloy door that is meant to seem more or less innocuous (DR 10, hp 30, threshold 25, break DC 20) while the internal foyer door, as well as the two rear exits, are metal alloy-quality doors (DR 10, hp 50, threshold 30, break DC 35). The security room glass is resistant to damage, but not invulnerable (DR 0, hp 15, threshold 10, break DC 25). The interior doors leading into the suites are standard wooden doors (DR 5, hp 25, threshold 10, break DC 15).



ENCOUNTER: MINING DROID MISHAP

Challenge Level 3

This encounter begins as the players enter an opening in the mines where several T1-17 Series mining droids are clearing rubble and excavating on behalf of the Anjillic Huts. Although normally docile, these droids have been programmed to attack intruders to discourage Fissile District squatters from venturing too far into the tunnels of the mines.

Place any visible mining droids as indicated; then allow the heroes to place themselves anywhere within 5 squares of the western corridor, heading east. Additional mining droids are out of the heroes' sight, but within visual contact of at least one mining droid on the map and thus aware of what is transpiring through their internal comlinks.

READ-ALONG TEXT

When the heroes encounter the first droid, read the following text aloud:

Up ahead, in the darkness, you can make out two glowing photoreceptors, moving closer. A small droid moving on a pair of noisy treads emerges from the shadow, stopping to examine you for a few moments, before raising a weaponlike protuberance from its chassis and firing a blast of plasma in your direction.

ENCOUNTER ADJUSTMENTS

This encounter can be deadly for the heroes or particularly easy depending on the initiative order. Since the mining droids have so few hit points, a party of heroes with high initiative rolls could take out several of these droids before they get to act. There are a number of ways that Gamemasters can deal with this potential issue. First, the GM can divide the droids into groups of 3 to 4 droids, pitting each group's initiative separately (this increases the likelihood of at least some of the droids acting before the heroes, and also leads to a more exciting and dynamic encounter as the droids act on different turns). If the encounter seems to be ending too quickly, the GM should feel free to add one or two Anjillic clan huggers (page 44) who are controlling the droids during the attack.

MINING DROIDS (10)

These droids have been modified by Eptax on behalf of the Anjillic hajdic. They are programmed to attack intruders who do not initiate the proper passcode within ten seconds. Though they understand spoken Basic, they are not equipped with vocalizers and cannot give verbal warning before attacking.

The small droid is low to the ground, and moves confidently on a pair of noisy treads. A single plasma jet projector emerges from a mount on the unit's back.

T1-17 Series Mining Droid (M)

Small droid (5th-degree) nonheretic 3
Init +3 Senses darkvision, low-light vision Perception +7
Languages Basic, Binary, 1 unassigned
Defenses Ref 16 (flat-footed 14), Fort 10, Will 9
hp 7 Threshold 10
Immune droid traits
Speed 4 squares (tracked)
Melee saw +5 (2d4+3)
Ranged blowtorch +6 (2d6) or
Ranged heavy plasma jet +7 (3d10)
Fighting Space square Reach 1 square
Base Atk +2, Grp +0

Abilities Str 16, Dex 10, Con +, Int -2, Wis 0, Cha 12
Feats Skill Training (Perception, Use Computer), Weapon Focus (heavy plasma jet), Weapon Proficiency (pistols, bludge weapons)
Skills Climb +7, Knowledge (physical sciences) +7 Perception +8, Use Computer +7
Systems tracked locomotion, basic processor, magnetic feet, 1 tool appendages, telescoping appendage, improved sensor package, darkvision, internal comlink, quadranium shell
Possessions heavy plasma jet, blowtorch, saw, 2 fusion lanterns
Availability licensed: Cost 2,500 credits (2,850 used)

11-17 Series Mining Droid Tactics

he 11-17 series is a highly mobile and highly intelligent mining droid. They are capable of working in a variety of environments, and are able to adapt to a wide range of mining conditions. They are also capable of working in a variety of mining environments, and are able to adapt to a wide range of mining conditions.

It is equipped with a highly advanced mining system, and is able to work in a variety of mining environments. It is also capable of working in a variety of mining environments, and is able to adapt to a wide range of mining conditions. It is equipped with a highly advanced mining system, and is able to work in a variety of mining environments.

FEATURES OF THE AREA

The area is a highly advanced mining system, and is able to work in a variety of mining environments. It is also capable of working in a variety of mining environments, and is able to adapt to a wide range of mining conditions. It is equipped with a highly advanced mining system, and is able to work in a variety of mining environments.

CONCLUSION

Once the heroes have dealt with the mining droids, he was a deal for them to proceed deeper into the mines. The high value is in the fact is other than some gold in ore.



ENCOUNTER: STEP INTO MY PARLOR . . .

Challenge Level 4

The players enter this cavern from the south. The tunnel opens up into a larger cavern, which appears to have formed naturally. Two Nadir spiders have built nests within the darkness of the 30-foot chasms on either side of the northward path. In addition, a flock of comet mynnocks are at rest near the rear section of the cavern, hanging like bats from the ceiling of the chamber.

Have the heros place themselves at the southern end of the chamber, and allow them to move north. The Nadir spiders are hidden in the dark confines of their chasm. A hero can notice them with a successful Perception check, opposed by the spiders' Stealth check, but only if the examining hero peers over the ledge into the chasm. The Nadir spiders allow the heroes to pass their position, attacking only after the last hero has moved past their positions.

The comet mynnocks remain where they are until weapons are discharged. As that jolts them, they launch themselves from their positions, shrieking as they fly around the chamber.

READ-ALoud TEXT

Read the following text when the players enter the cavern:

The passage opens up into a natural cavern, and extends off into the darkness. The air here is still, and motes of dust float lazily through the air in front of you. A series of dark ravines about the path, one to each side, their depths lost in darkness. The ceiling here is high above your heads, and cracks and crevices give it the appearance of a rocky mountainside.

NADIR SPIDERS (2)

Nadir spiders are native to Reah 9376. Similar species have been reported in other comets and astrinemes like mynnocks. The Nadir spider is a silicon-based lifeform. Five spindly limbs that extend at even intervals from its bulbous central body. A large maw with five protruding mouthparts, surrounded by five black eyes, dominates the spider's central body.

Though they typically subsist on comet mynnocks, Nadir spiders are hostile, and occasionally venture into the shadowport looking for other food.

A bulbous creature the size of a man emerges from the shadows. Five spindly limbs sprout from its body, and a single mouth surrounded by five jagged beaks and five black spots flares open and closed menacingly.

Nadir Spider [S]

CL 4

Medium subterranean beast 4

Init + 0 Senses darkvision, low-light vision, Perception +9

Defenses Ref 17 (light-footed 14), Fort 2 Will 12

hp 26 Threshold 12

Speed 12 squares, climb 12 squares

Melee bite +6 (106+4)

Ranged acid spray +6 (2d4 plus special)

Base Atk +3; Grp +5

Atk Options and spray, Pin

Abilities Str 14, Dex 16, Con 15, Int 2, Wis 14, Cha 6

Feats Improved Initiative, Pin, Skill Training (Stealth)

Skills Perception +9, Stealth +10

Acid Spray. Once per day, a Nadir spider can spray a jet of highly corrosive acid. The acid spray affects a single target within 5 squares of the Nadir spider. If the Nadir spider hits with its acid spray, the target takes 2d4 acid damage plus an additional 2d4 acid damage at the start of the target's turn every round until the acid is washed off or treated (requiring a DC 15 Treat Injury check and a medical kit).

Nadir Spider Tactics

The Nadir spiders are interested only in food. They target stragglers with their acid spray. If a Nadir spider succeeds in taking down an enemy, it drags its prey down into the pits below where it can be devoured at the spider's leisure.

COMET MYNOCKS (3)

Like common mynock, the comet mynock is a silicon-based lifeform native to the planet. It has a blue-gray, silicon-based body with large, leathery wings with thin, veined membranes. They can fly at speeds of up to 100 mph and are a formidable underground threat.

This mynock is blue-gray in color and flaps about on leathery wings.

Comet Mynock (M)

Size: variable size

Init.: Senses darkness. Ferrets in. 6 may recall.

Offense: Ref. 6. Par. 1000. F.C. 15. G. 2.

HP: Threshold 5.

Speed: 75-100 square

Melee: wing slam 15-20

Base Atk.: Grip 5

Atk. Options: Burrowing Atk.

Abilities: Fly 10. In. 10. In. 2. Wk. 4. Thg. 3.

Special Qualities: survive in vacuum. 14. 14. 14. 14. 14.

Feats: Burrowing Atk.

Skills: Ferret in 10

Survive in Vacuum: Comet mynocks are silicon-based lifeforms that take

no damage from exposure to vacuum.

Fly through Space: Mynocks can fly in the vacuum of space, and they can maneuver without any hindrance in planetary vacuum.

Comet Mynock Tactics

Comet mynock is usually found from the resting planet only when blasters or other loud weapons are discharged. They swoop about menacingly, warning of intruders with their wings. They tend to avoid the head spores.

FEATURES OF THE AREA

The path that meanders through the center of the cavern is smooth and dusty. The edges, that border the chasms on either side are easily climbable. The path is 10 feet wide and 10 feet deep. At the end of the path is a pit 10 feet deep (see the "Falling Damage" sidebar on page 256 of the Saga Edition core rulebook).

Given that the life support and gravity generators of Rain-Negor are in the center of the cavern, the gravity in the mines is reduced in the mines, creating a low-gravity environment (see page 256 of the Saga Edition core rulebook). The mines are also cold but not dangerous unless artificial lighting is employed.

CONCLUSION

If the head spores are defeated, the heroes can explore the rest of the cavern below. The mynocks of just now have been eradicated with the aid of the heroes. The remaining mynocks and burrowing head spores and other head spores are left to the heroes. The heroes of the planet mynock are not in one of the great cities.

Among the dangers of the bottom of the eastern cavern, various heroes and a planetary system battle the dangers. A battle with the half-charged power pack is a warzone with a dead power pack, a yellow rule, and medpacks, and a liquid cable dispenser.



ENCOUNTER: FISSURES AMBUSH

Challenge Level 4

As the heroes return from the mines and enter the outward areas of Point Nadia's Fissure District, they are set upon by a group of Sable Dawn operatives. By default, the heroes return through the northernmost passage, heading south. Have them place themselves within 5 squares of the map edge before allowing them to make Perception checks against the Stealth checks of the Sable Dawn thugs and the Sable Dawn lieutenant. Place any attackers who are noticed by the heroes on the map, and roll for initiative as normal.

READ-ALoud TEXT

Read the following text aloud when the heroes enter this area of the Fissures.

The strange silence here seems out of place. The air smells of the cooling fires of the Fissure District's residents, but you hear no signs of life from the darkness. It is as if the area ahead has been cleared of all indigenous persons. Either that, or they're hiding.

SABLE DAWN LIEUTENANT

Like the Sable Dawn thugs, the Sable Dawn lieutenant is a trained killer. Unlike his thug companions, he is more experienced and has come along to ensure that this time around the job gets done.

Wearing an earth-tone robe over a simple tunic and trousers, this Human male carries himself with a certain measure of pride and confidence. He carries a blaster rifle and moves with the grace of a trained killer.

Sable Dawn Lieutenant (L)

CL 5

Medium Human 11th-level 2/soldier 3

Force 2 Dark Side 5

Init +9 Senses Perception +9

Language(s) Basic, Rodese

Defenses AC 20 (1st-footed 17) Fort 6 Will 0

hp 43 Threshold 6

Speed 6 squares

Melee unarmed +4 (1d6+2)

Ranged blaster pistol +6 (3d6+2) or

Ranged blaster rifle +4 (3d6+2)

Base Atk +4; Grp +4

Atk Options Devastating Attack (rifles), Point Blank Shot, Sneak Attack +1d6

Force Powers Known (Use the Force +14): Force grip, Force lightning, surge

Abilities Str 10, Dex 4, Con 8, Int 12, Wis 15, Cha 4

Talents Demolitionist, Devastating Attack (rifles), Sneak Attack +d6

Feats Armor Proficiency (light-medium), Force Sensitivity, Force Training, Martial Arts, Point Blank Shot, Skill Focus (Use the Force), Skill

Training (Stealth) Weapon Proficiency (pistols, rifles, simple weapons)

Skills Endurance +6, Initiative +9, Mechanics +8, Perception +9, Stealth

+9, Use the Force +4

Possessions blaster pistol, blaster rifle, comlink

Sable Dawn Lieutenant Tactics

The Sable Dawn lieutenant shoots to kill, though he tries to preserve Barin's life (if Barin is with the heroes) so that the Balotar can be questioned prior to termination. Like his companions, the lieutenant uses cover to his advantage, and he shows no compunctions about using his Force powers when necessary. Retreat is not an option.

SABLE DAWN THUGS (3)

These thugs are identical to the those listed in earlier encounters, except for their uniform and kit. Each wears a hooded knee-length outfit of black cloth, tied at the waist with a belt, and each is armed with a blaster rifle and a blaster pistol.

These men are dressed in loose black outfits, each with a hood that is pulled up to hide his features. They kneel, their blaster rifles at the ready, taking aim at their enemies in a calm and efficient manner.

Sable Dawn Thugs (T)

Medium Human acoustical insulation 2

Force 11 Dark Side 2

Unit 47: Senses Perception 48

Languages Basic, Russian

Defenses Ref. 12 (Ital-Sued 15), Foul 14, Wt 16

hp 16: Threshold 94

Speed Resources

Make payment of 2 (528+11)

Ranged blaster pistol +2 (106+3)

Base Atk +2; Grd +2

Atk Options Devastating Attack (rifles), Point Blank Shot, Serpents Attack + 1d8

Force Powers Known (Use the Force +3): Force grip, Force lightning, surge

Abilities Str 10, Dex 13, Con 8, Int 12, Wis 15, Cha 14.

Talents (Devastating Attack (rifles), Sneak Attack +1d6)

Feats: Armor Proficiency (light, medium), Force Sensitivity.

Force Training, Martial Arts I, Point Blank Shot, Skill Focus (Use the Force), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Endurance +5, Initiative +7, Mechanics +7, Perception +9, Use the Force +13

Possessions blaster pistol, continue

Sable Dawn Thug Tactics

The thugs remain behind cover, picking off enemies as they come into view. If circumstances warrant the use of Force powers, they do so without hesitation. Given that their lieutenant is present, they are hesitant to flee, even if the battle goes against them.

CONCLUSION

If the Safe Down operations are disabled, the heroes can flee from the fixtures without interruption. The lieutenant possesses a datapad. Like the datapad(s) found earlier, this one contains extensive information on Barin. In addition, it also contains an entry describing a "Force Fetus"—a charm in the shape of a six-pointed star that enhances a Force-user's power.

FEATURES OF THE AREA

This area of the Pizures is sparsely populated, but now it is completely empty of life. Likely because the Sable Dams scared everyone away prior to the heroes' arrival. Cooking fires still smolder within caves, providing scant illumination. Otherwise, the area is dark, given the lack of ambient or artificial light. Gravity is normal here, and though the temperature is low, it is nowhere near as low as it was in the mines.

CL 3



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